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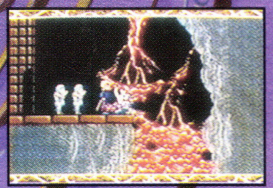
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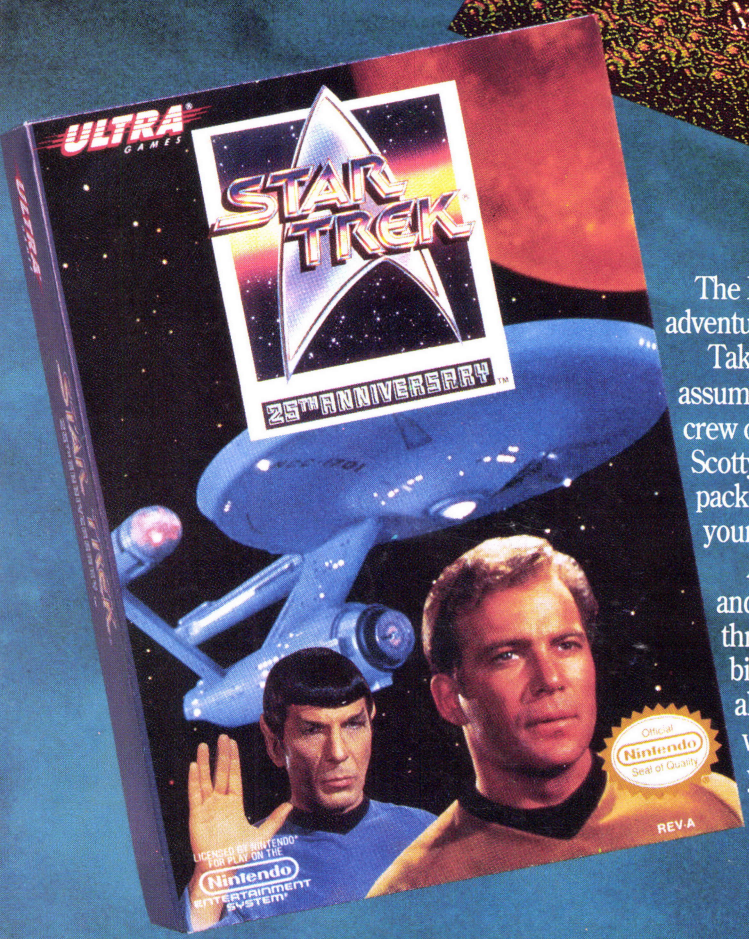
MAPS AND TIPS:
Ys III: Wanderers From Ys, Part I

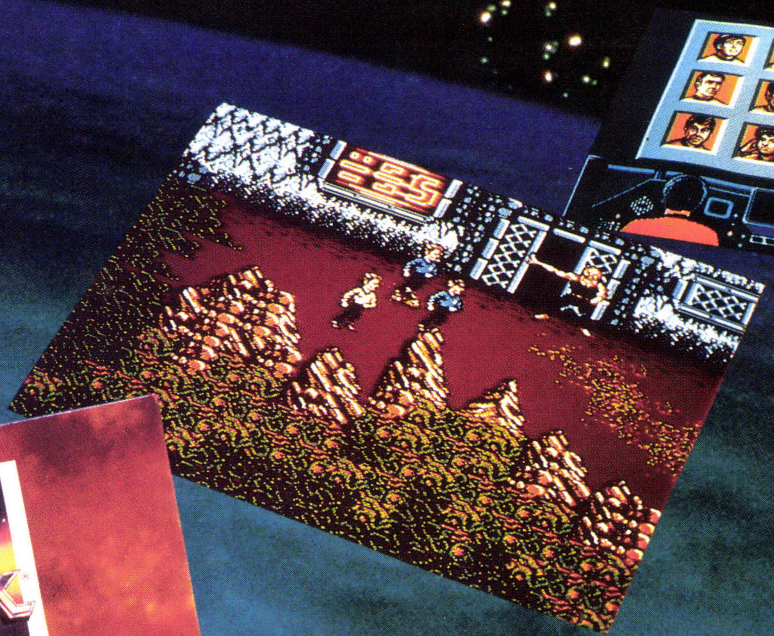


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CIRCLE #101 ON READER SERVICE CARD.



CIRCLE #116 ON READER SERVICE CARD.

Cover: Hudson Soft returns the adventures of Master Higgins in *Super Adventure Island* for the SNES. Turn to page 36 for a review of this latest state-of-the-art game.

Cover Art: Jim McDermott

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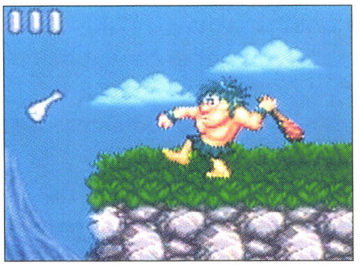
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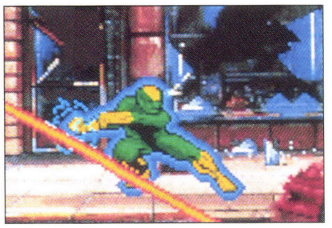
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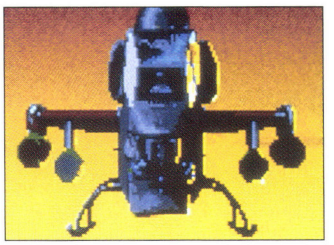
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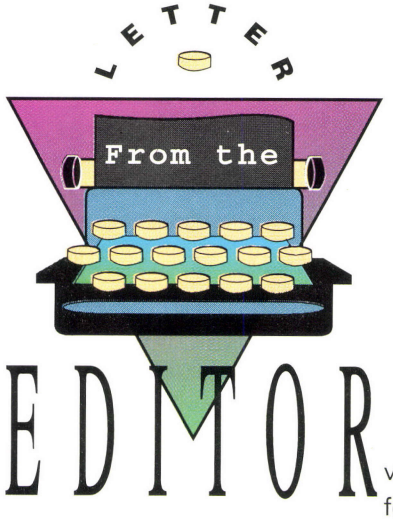
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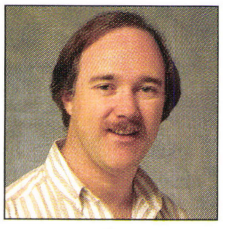
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As I write this, we've returned from yet another CES. As always, there was good and bad, but we made note of that in another part of VG&CE. I won't waste your time or duplicate the efforts of other editors here.

However, it's the darker side that I wish to expose to you, the rhetoric that permeates these shows. It's an inevitable part of the trade shows, the "new and improved" claims, the "best," "biggest" and "super" next to every product shown. You learn to tune out some of the fanatic praise—as one of our industry friends signs off on his online messages, "Don't Believe the Hype"—but it's inundating. So let me cut through some of it, and give you my highlights... and, well, the *low*lights:



• Sega intro'ed *Kid Chameleon*, which apparently uses the same "engine" as *Sonic*. Like *Chuck D. Head*, it's a great game but it looks a lot like *Sonic*. I hope Sega doesn't churn out too many look-alikes.

• There seems to be some debate as to who's in the lead in the 16-bit market. Prior to the show, the *Wall Street Journal* estimated that Sega had won the Christmas 1991 battle. A Nintendo press release stated that it has sold the more than two million it had projected to sell through 1991. Even though Nintendo claims to have those numbers substantiated by the Toy Retail Sales Tracking Service, there are very few others who will go out on a limb to say that the SNES had done that well. But no one really cares who's number one—NOT!

With that in mind, *Billboard* magazine said that Nintendo projected *six million* SNESes sold through mid-January. I tend to think Nintendo was misquoted.

• Camerica was giving away a Mazda Miata in a random drawing. Think it got anyone to play *Micro Machines*? And I didn't win, darn it.

• There seemed to be some interesting SNES and Genesis titles, but, by far, Capcom's *Street Fighter II* for the SNES got the most attention. Very faithful translation.

• While many of us thought that "Nin-Tent-Do" would blow away, I was more amazed to see how hard Nintendo worked to avoid the word "gun" to describe its new Super Scope 6. Guys, it looks like a bazooka, so you can call it one.

• It was encouraging to see lots of companies showing innovative devices, such as Galoob's Genesis Game Genie. Yet another company is starting up a very secret project that we should be able to tell you about soon. It might bring gamers together in a new way.

Next month, I'll talk about the upcoming Summer CES in Chicago—and "normal people." Gripe, gripe, gripe.

—Andy Eddy, Executive Editor

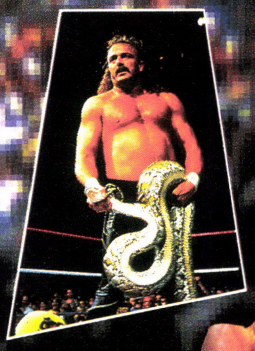
SO REAL YOU'LL WISH IT WAS JUST A GAME!

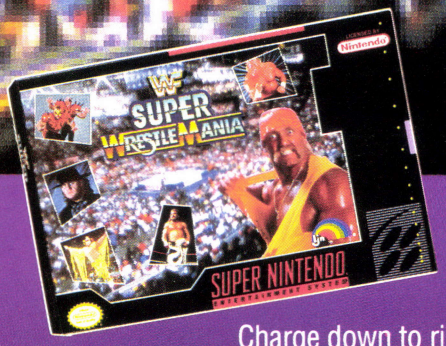
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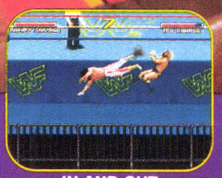




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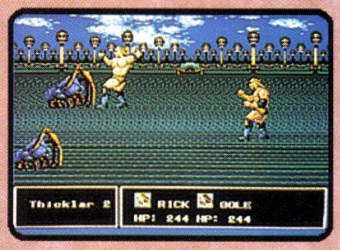
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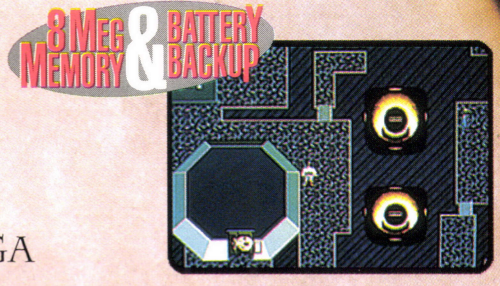
SEGA GENESIS 16-BIT CARTRIDGE

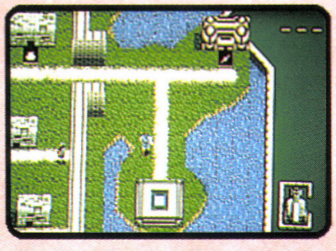


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CIRCLE #104 ON READER SERVICE CARD.



FIGHTING ON THE STREET

Dear VG&CE:

Do you guys know what is the most popular arcade game here in Hawaii? Well, this game is called *Street Fighter II*, and it's in all the arcades in every town. It is so popular that sometimes I don't get a chance to play the game because there's always a large crowd around the game. So my question to you is: Will this arcade hit have a chance to become a home entertainment hit for either the Sega Genesis or the new Super Nintendo Entertainment System? When will it come to these systems?

—Berto Dumo
Pahala, Hawaii

Street Fighter II *is popular indeed, and not just in Hawaii. The recent visit to Japan by some VG&CE editors showed* Street Fighter II *to be a worldwide craze. Though there are no current plans to bring it to the Genesis, Capcom should be releasing it for the SNES in June. We saw it at the January CES, and it mirrored the coin-op version.*

SNES MESS

Dear VG&CE:

After the long wait and hype, I am more than disappointed with the Super Nintendo Entertainment System. It's no better than the other 16-bit systems on the market.

I called Electronic Arts to order *Madden Football*, and asked what other games it will be making for SNES. The person at EA said, unfortunately, EA was allowed to make only two games a year for the new system. Is this true?

Electronic Arts has some excellent games out for the Genesis, so why is Nintendo restricting the amount of games other companies can produce? Since there are not that many games out for the SNES, shouldn't Nintendo welcome the fact that third-party game makers are making quality games for its new system? With the jury still out on the SNES, and the head start Sega and the TurboGrafx-16 have, is Nintendo that arrogant to think that no matter what it does, this system will sell as well as the NES?

—Russ Spataro
Chicago, Illinois

Since the NES was introduced, Nintendo claimed it had the answer to the 1983 video-game crash. One of its methods has been to bring in companies to produce software, but limit how many cartridges are on the market by restricting how many titles a particular licensee can release in a calendar year. That strategy has carried over to the Game Boy and SNES software libraries in the hopes of having fewer but better titles, rather than a ton of quickly-put-together ones. In fact, it seems unfair that Nintendo has different rules for some licensees than others. However, the end result is what you mention: EA and other fine game producers only have limited "slots" in the SNES library for their games. For that reason, they must be careful of what games they release, which may conflict with how they release games for other systems. I don't know that Nintendo is acting out of arrogance, but the jury is also still out on whether Nintendo is acting properly and in the best interests of its audience.

THE LAST WORD?

Dear VG&CE:

First, let me express my appreciation for your excellent magazine. The maturity and depth of your perspective, your intelligent, well-researched articles and the calibre of your regular contributors—Arnie and the Doc are number one—make VG&CE the best gaming mag on the market, in my opinion.

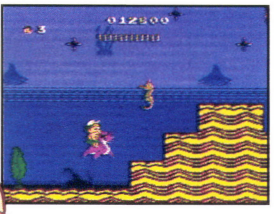
But it seems there is a lot more than just opinion being tossed around the gaming fraternity lately. For the last few months, I've read impassioned letters and listened to frequent speeches from many gamers advocating one system or another over all the rest. Of course, we all knew that the North American release of the SNES was sure to stoke the still-smoldering coals of the Genesis/TurboGrafx-16 "hardware wars," but I, for one, hardly expected this bout of "my console is better than your console" bickering to become the raging fire it is. I thought we would have learned from the last round of arguments that there are good and bad points to all three available 16-bit systems—each has its strengths and weaknesses. If I choose to buy and

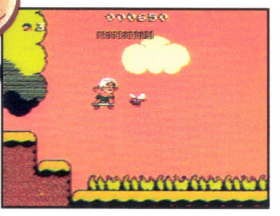
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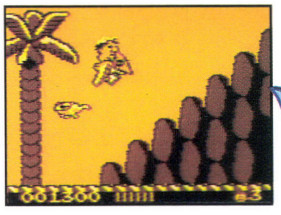
Master the Islands!



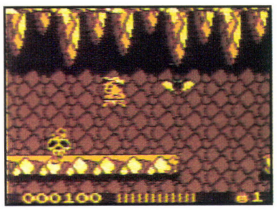












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play a different system than you, I am not implying that you have made a bad choice in your machine, but merely trying to make the best choice I can for my own gaming wants and needs.

I am one of the fortunate few who owns a TG-16, Genesis and SNES, and can say from experience that laying out the cash to purchase the three major consoles is the *only* way to play all the best games available. Fortunately, anyone wishing to do so will currently find a glut of used Genesises and TG-16s for sale in the want ads of their local paper, casualties of the latest round of high-blown tech-talk advocating the SNES as the *only* system worth owning. (How we managed to have fun during those years without hardware scaling and rotation I'll never know.) I picked up my TG-16 secondhand for less than the cost of a new SNES cart, and until the "Big N" gets a few more games for its super system on store shelves, I will continue to get more play time from NEC's "lesser" system.

Because video gaming is my hobby, I am as curious as anyone about the capabilities and specifications of the hardware I play on, but let's not forget that "game" is the operative word in video gaming. Console specs are interesting, but ultimately of little importance. It is the games that count, and there are excellent games out there for all the available systems.

Frankly, I don't know which system I would pick if I had to settle for just one. My decision would no doubt surprise some and anger others, but it shouldn't. After all, it is my money and leisure spent, and ultimately my fun. Why would anyone want to try to spoil that by insisting that my system is inadequate compared to theirs? Let's stop worrying about who's got bigger and badder bits, and continue to work together to help each other get the best bang for our gaming buck and encourage the production of quality software for *all* systems.

—Jim Einarson
Gloucester, Ontario, Canada

There isn't much we can say. Your letter states what VG&CE has been talking about for awhile. Let's enjoy games, not fight about them. Choose what you like, and don't put others down for their decisions. To do otherwise is a waste of time and energy.

NEW IN '92

Dear VG&CE:

In 1992, Sega will come out with a CD-ROM [for Genesis]. When will it come out and how much will it cost? Thanks for answering.

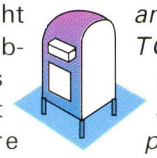
—Hans Rogalski, Jr.
Pacifica, California

Sega has announced that it will introduce the CD-ROM, called the Sega Genesis Mega CD, at the Summer CES at the end of May. That would likely put the actual product release at some time in the fall, in time for Christmas 1992. None of that is set in stone, of course, as it all depends on what price Sega wants to introduce it at (based on how much it has to pay for the guts), information that hasn't been released yet.

ERROR MESSAGE

Dear VG&CE:

I like your magazine, but I have a complaint. I do not get much money for my allowance and I try to spend it carefully. The last time I purchased your magazine, I was very disappointed. I had previously bought your magazine and had no problems with it. This time, pages were missing (they weren't ripped out because there weren't rip-out markings) and the printing was way off (lines were overlapping and faded so you couldn't read it). I'm sorry to say I have discouraged several of my friends to not buy your magazine. Thank you for your time.



—John Zedaker
Woodburn, Indiana

As with any product, there are occasions when a bad magazine slips through the quality control. Instead of not buying the magazine again—and telling others not to buy it—you should contact our office for a replacement copy. We will be happy to replace your magazine, and it will help us to find out what kinds of errors are being made, so we can correct them in the future. It certainly wasn't intentional.

Now, about those people you told not to buy VG&CE....

WANTS A TURBO BOOST

Dear VG&CE:

I own a TG-16 system and I would like to ask a few questions about the CD-ROM attachment:

1. My friends have told me that it comes with a stand, a carrying case and a disc that gives music and graphics samples. Is this true?

2. Can you save games on it just like the TurboBooster-Plus?

3. If I bought the CD-ROM, would my TG-16 have 3-D capabilities like the SNES and Genesis?

4. Would you think that the CD-ROM would be worth buying? Please give me a reason for your answer.

Keep up the excellent work.

—Marko Stefanovic
Toronto, Ontario, Canada

The TurboGrafx-CD Player comes with a docking platform so the TG-16 will lock in safely with the CD player; a hard-shell carrying case; and the system card (that tells the TG-16 how to operate the CD unit). Lately, the CD bundle has also been packaged with a sample CD+G (compact disc with graphics), so you can see the non game-playing aspects of the system.

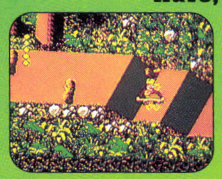
To answer your other questions, the TG-CD Player comes with the same features as the TurboBooster-Plus so you can save games, but it won't add scaling and rotation capabilities; however, the upcoming Super System Card will add some power to the system. It's strictly up to you as to whether it's worth buying. If you can, try before you buy.

GO APE!

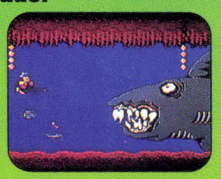
with THRILLA'S SURFARI™ for the NES™



Catch the ultimate wave, dude!



Hand-plant your way through the wilds of Africa!



Watch out for big fish!

Whoa, Thrilla Gorilla! Bag your boards for the raddest surf and skate action ever!

The evil Wazula has taken your babe to Africa. Skip the curbs and quarter-pipes; gnarly jungles and bakin' deserts are the ultimate skate challenge...ever aerial over a crocodile? Killer volcanoes and mammoth waterfalls mean surfin' more hardcore than Maui!

The excitement rips, but Wazula's two-headed flying Rhino and a way-tough Lava Monster demand serious shreddin'! So carve, slash, and trash Wazula with THRILLA'S SURFARI for the NES™...before he makes a monkey out of you!

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CIRCLE #103 ON READER SERVICE CARD.

TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® has created stock car survival tests for your NES™ and Game Boy™ so authentic, NASCAR endorsed them exclusively. Not suprising when you have the likes of Winston Cup Champion, Bill Elliott, as game design consultant.

Slide into the roll cage and behind the dash for an unbelievable first person perspective that has you looking over the hood of a 650 hp speed machine. A beast that comes fully equipped with manual or automatic transmission and functional tachometer, fuel gauge, damage light, and speed indicator (also temp and oil gauges on NES).

Keep an eye on them or you'll be using your overheated engine to roast infield weenies.

Select from three different stock cars — Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Then "dial in" your racer to match varying track conditions and your personal driving abilities by adjusting tire stagger, gear ratio, spoiler angle, and transmission. But be careful, one miscalculation and you're spinning into the wall and onto a tow truck.

Select your skill level — Rookie, Novice, or Pro. Decide if you want to compete in single races or, if you've got the guts, face the grueling



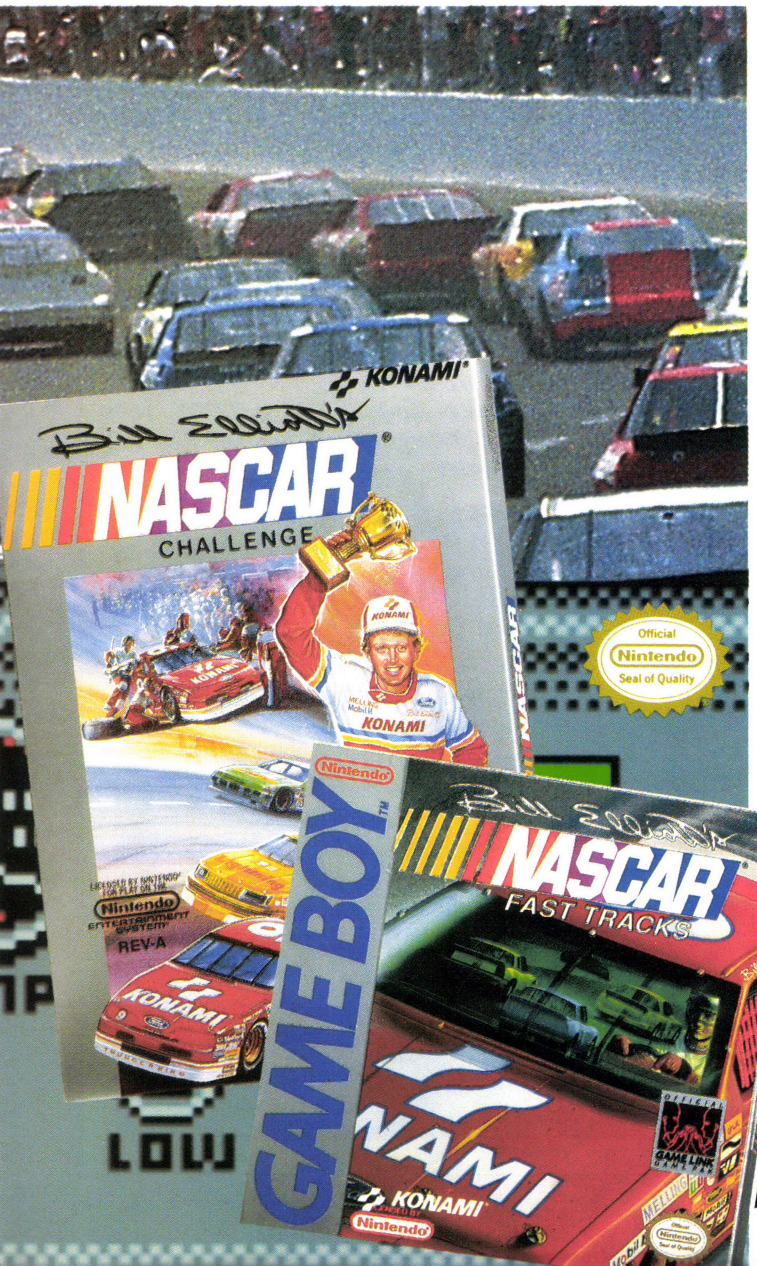
Simulated Dashboard

WILL DRIVE YOU STEER CRAZY.

Championship Season. Use a qualifying engine to duel for pole position. Then be prepared to get throttled by "Awesome Bill from Dawsonville" and a field of NASCAR'S most relentless drivers on the twisting road courses of Watkins Glen and Sears Point or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy).

If you'd rather trade paint with a friend, use the two player mode with a Game Boy Game Link and another Game Pak.

So slip on your fire proof driving gloves. You're about to test your drive to succeed in a simulation like no other.



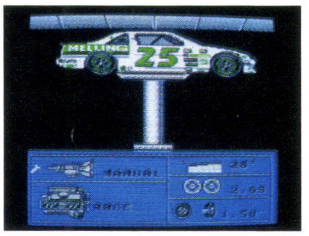


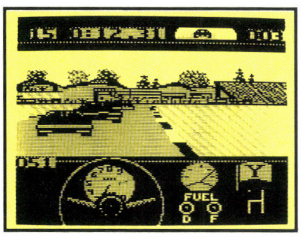


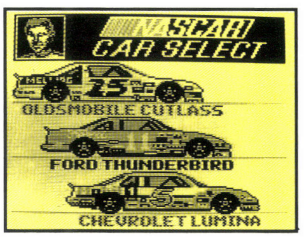


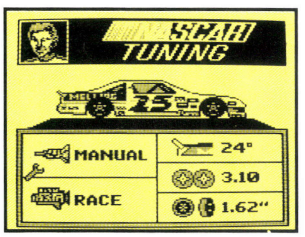


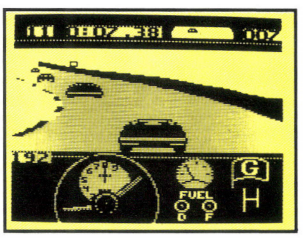


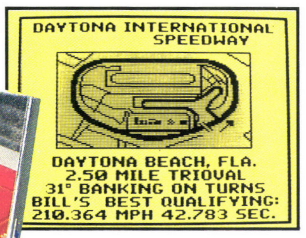


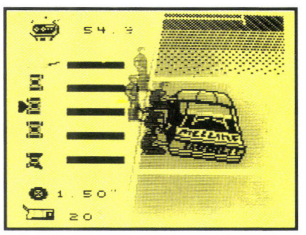












KONAMI®

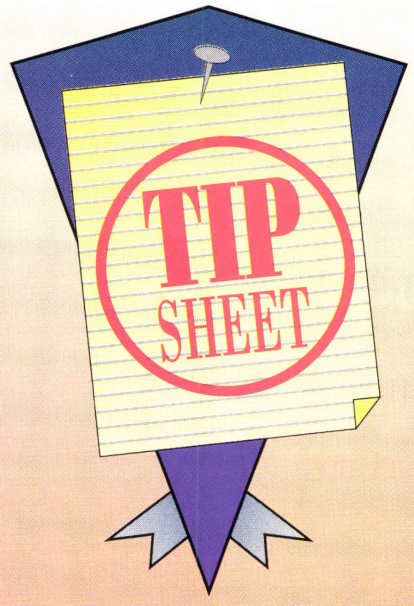
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CIRCLE #107 ON READER SERVICE CARD.

Even the best player has trouble with a game now and again, but where can you turn for help? VIDEOGAMES & COMPUTER ENTERTAINMENT has designed ***Tip Sheet*** to give you, the reader, answers to questions such as, "How do I defeat the end boss on this level?" or, "I've looked everywhere, but I can't find the blue vase." So if you're having a problem on a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to:

VG&CE,
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA 90210
Attn: *Tip Sheet*



I have a problem with *Batman* for the NES. I can't get past level 2-4.

—Dewayne Stanford
Lucedale, Mississippi

The first two gun installations are fairly easy; just jump or duck according to the shot fired at you. It's the third and main machine that usually gives everyone trouble. Simply move up next to the third gun and duck. After the shots go over you, jump and punch. Repeat this until it's defeated.

by Donn Nauert

Are there any warp zones or invincibility codes for the games *Dragon Spirit, Blazing Lazers, Pac-Land, Fantasy Zone* or *Ordyne* for the TG-16? Also, how do I jump onto the cliff on the left side of the screen near the commander in the last stage of *Keith Courage in Alpha Zones*? I never reach the cliff.

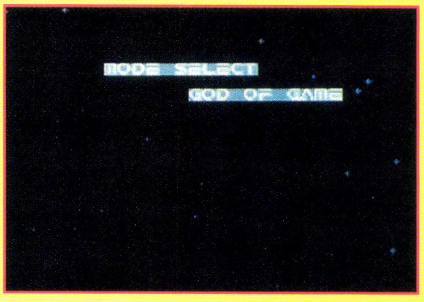
—Joseph Giuffrida
West New York, New Jersey

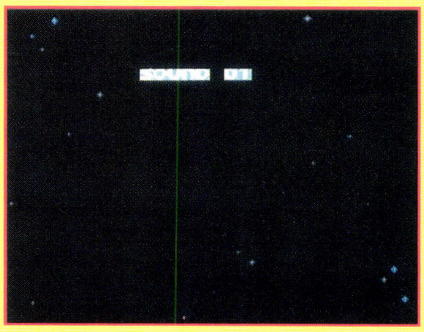
Here are all the codes I have for the games you listed. A number of people have given the invincibility code for Fantasy Zone, *but I have not been able to get it to work for me.*

Blazing Lazers

Thirty Continues—During the title screen, press and hold ***SELECT****. Then press* ***RUN*** *and hold both the I and II buttons. Keep holding down all four buttons until "AREA I" comes up on the screen.*









WANT TO PLAY A GREAT GAME, BOY?

It's your pal, Beetlejuice™, here to bamboozle those bewitchers from the Neitherworld vacationing at lovely Lydia's place. This house is HAUNTED!

Flying cups and saucers and clothes that spring to life cause quite a panic... especially when they're coming for you!

It's a horrific 5 level challenge to spook attic ghastlies, rattle angry skeletons and scare ghostly bats. Vampires may even join you for a "bite" to eat. Hmm...maybe we should skip lunch today.

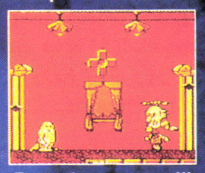
These Neitherworld ghoul-o-ramas are no match for us. Has the "ghost with the most" ever let you down?!!



Graveyard Mix-up!



Neitherworld Pogosnake!



Funny face scare-off!



Check out the "GHOST WITH THE MOST" for your NES™ too!



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CIRCLE #103 ON READER SERVICE CARD.

*Unlimited Continues—First, you have to do the 30-continue tip. At the Continue/Game Over screen, press **SELECT**, then press and hold **SELECT** (again) and **RUN** until play starts. You should have 30 continues for as long as you do this.*

*Mode Select—During the title screen, press and hold **SELECT**, then press I and II, alternating between the two buttons until the mode select appears. Initially, you'll be able to select only two—Normal Dog and Hard Human—but continue to hold **SELECT**, and press the buttons to get Super Mania and God of Game to appear. Press **SELECT** to choose the difficulty you want, then press **RUN** and **SELECT** to start the game.*

*Sound Mode—During the opening sequence, not the title screen, press and hold **SELECT** while pressing L and R repeatedly. The words "sound test" should appear on the screen.*

*Stage Select—First, enter the sound mode. Press I, II, then press **SELECT** 21 times. If this is done correctly, you should be able to move the screen counter to 00 then FF. Choose from 00-09 for different stages.*



Dragon Spirit

*Two Continues—During the title screen, before you begin the game, press buttons I and II until you hear a tone, then press **RUN**. When the game ends, you will be asked if you want to continue.*

*Arcade Screen—Press and hold **RUN**, then press **SELECT** to reset the game. Reset the game 57 times in a row.*

*Sound Mode—During the title screen press L, R, D, U, **SELECT** then L.*

*100 Continues—On the title screen, press D, R, **SELECT**, D, II, D, I, L, **SELECT**, U then I. You should hear a tone if you did it correctly.*

Fantasy Zone

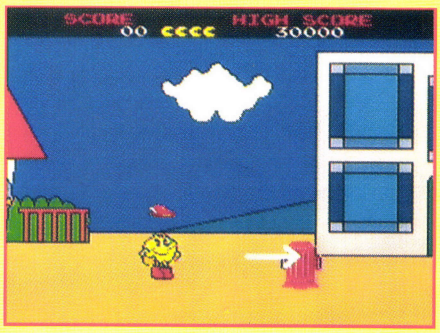
Invincibility—Pause the game, then press II once, I twice, U three times, D four times, R five times and L six times. This must be done for each level.

Ordyne

*Princess Mode—At the title screen, hold down button I for five seconds, then press **RUN** to play using the princess character.*

*Test Mode—At the title screen, hold **RUN** and press **SELECT** five times, then press I, II, U and L at the same time (continue to hold **RUN** through the entire sequence). Once in the test mode, press and hold **SELECT** then **RUN** to select the option you want.*

*Continue—To continue from the same spot you died, press and hold button I while pressing **RUN** as you are falling.*



Pac-Land

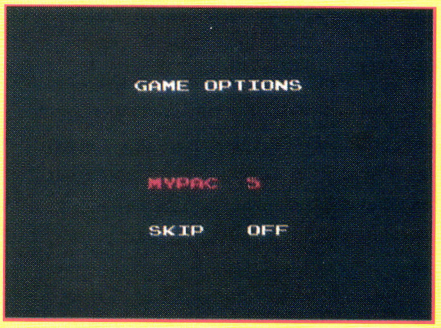
Bald Pac-Man—When you reach the end of any round where the "Break Time" sign stands, reset the game the instant that Pac-Man's hat flies into the air. Then start a new game, and Pac-Man will be bald with his hat hovering overhead.

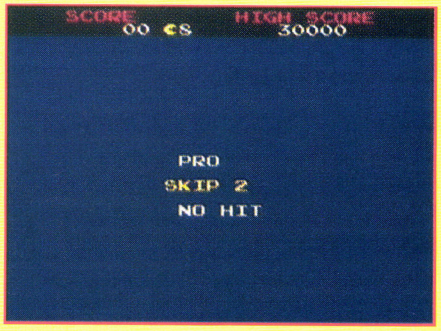
*Mode Select—At the title screen, hold down I, II and press **RUN**. Press **RUN** to enter the sound test as well.*

Stage Select—To get to any level after you are in the mode select, turn "Skip" on. When you start the game, you can select where to go by pressing I.

Pro Level—On the stage select screen, press U ten times.

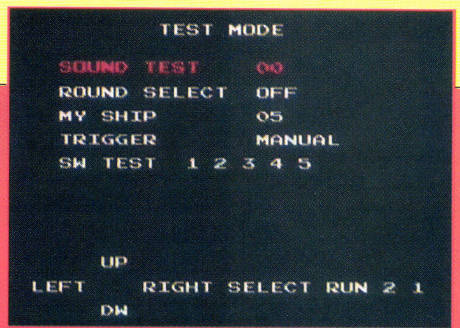
No-Hit Mode—On the stage select screen, press D 100 times.





Finally, for your question on Keith Courage, *you can't jump the cliff on the left. At that point, you should be on the left side of the opening to the boss and walk off holding to the right until you land at the feet of Titan Warrior. Now jump and hit him in the head for an easy victory. Good luck.*





The Greatest NES™ Adventure Continues...

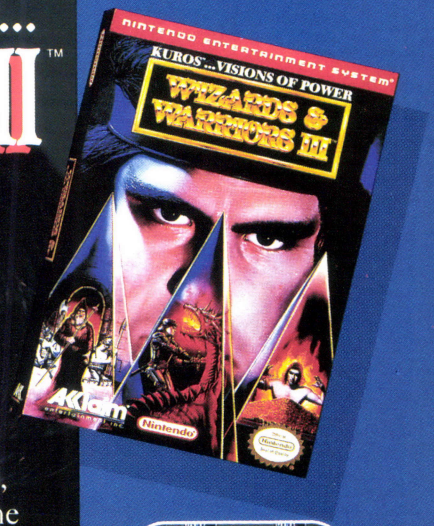
WIZARDS & WARRIORS III™

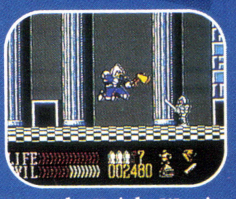
Kuros:™ Visions of Power™

When Kuros™ last did battle with the evil wizard Malkil™ atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

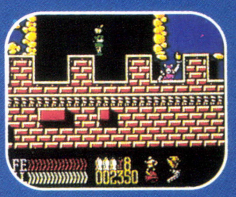
Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!

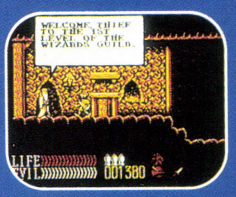




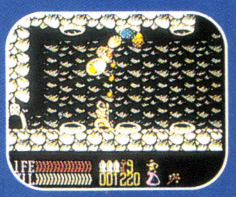
Kuros the Knight Warrior wields his mighty Silver-Sword in the face of danger.



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.



Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between Kuros and his ultimate battle.

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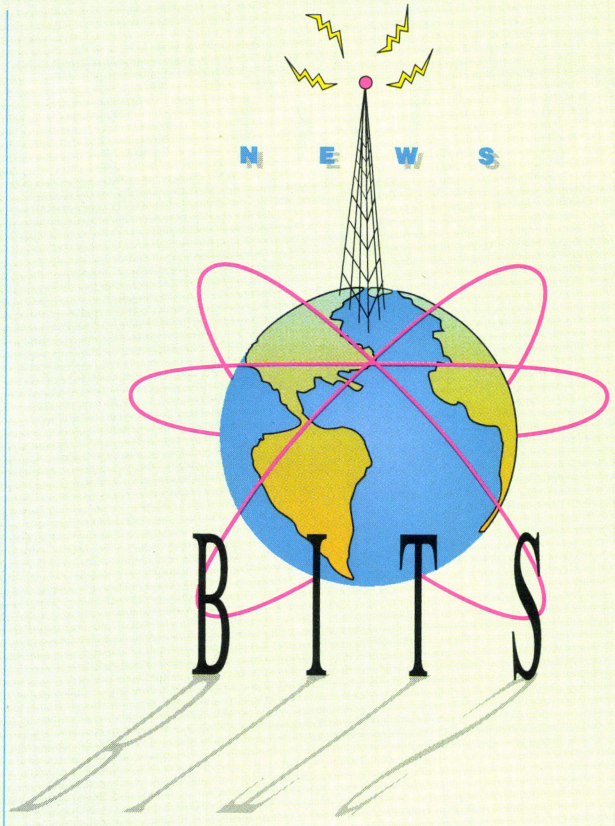
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CIRCLE #103 ON READER SERVICE CARD.

COMPILED BY
JOYCE WORLEY



Sega Claims Victory in 16-Bit Battle

The war is far from over, but Sega of America believes it has taken the measure of its rivals in the first skirmish over domination of the 16-bit video-game market in the United States. The company claims 61% of the hardware market share and boasts the single biggest selling cartridge, *Sonic the Hedgehog*.

Sales increased 500% in 1991, and the company predicts they will double again during 1992. The company expects to increase the installed base by 3.2 million systems this year and bring the cartridge library to 350 Genesis titles. Also likely to result in higher Sega revenues is the introduction of the Genesis Mega CD (CD-ROM drive), scheduled for the second half of 1992.

Sega's confidence is understandable, but its declaration of victory may be premature. Nintendo claims it will sell more than 6.2 million machines in 1992, and the 8-bit champ looks to deal with both Sony and Philips to help score big in CD and, perhaps, win back the leadership position it enjoyed during the 1987-1991 period.

Altec Lansing to Support Multimedia

Multimedia technology is gathering steam, and its rise has attracted the attention of audio giant Altec Lansing. Its recent agreement with IBM will make specially designed audiophile speakers available to multimedia PC users.



"Altec Lansing has designed very unique computer speaker systems, which is why we are forming a relationship with this internationally known audio-manufacturing company," said Dr. Lee Olsen, IBM Multimedia Business Partner Advocate.

Altec Lansing Multimedia ACS-300 and ACS-200 can be plugged into the audio or video card. The former lists for $400, while the latter carries a suggested price of $300.

Commodore Announces CDTV Accessories

Commodore unveiled a complete line of products to expand the capabilities of the CDTV Interactive Multimedia player, including a full-size keyboard, two-button mouse, disk drive, trackball controller, video Genlock and memory expansion cards.

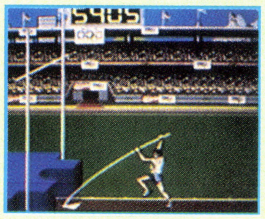
At the same time, the company is bundling the keyboard, mouse, floppy disk drive and the Amiga DOS operating system into an upgrade kit that turns the CDTV into an Amiga computer.

Commodore previewed over 20 new CDTV titles at the Consumer Electronics Show, which brings the current total to 80 applications, and the company expects to double that number of programs during the next few months. Among the programs announced, which included arts and leisure, education, music and reference software, were *Indiana Jones and the Last Crusade*, *Prehistorik* and *Falcon*. There are currently approximately 40 entertainment programs available for CDTV, not counting educational games.

Going for the Gold in Barcelona

U.S. Gold Inc., an independent operation formed in America by U.S. Gold Ltd. of England to sell Sega Genesis and Sega Game Gear games, will market the only video game officially licensed by the Olympic Committee. The company obtained the valuable license for its title now in development, *Olympic Gold—Barcelona 1992*.

Olympic Gold—Barcelona 1992 allows play in eight languages (French, German, Italian, Spanish, Swedish, Japanese, Portuguese and English) and includes



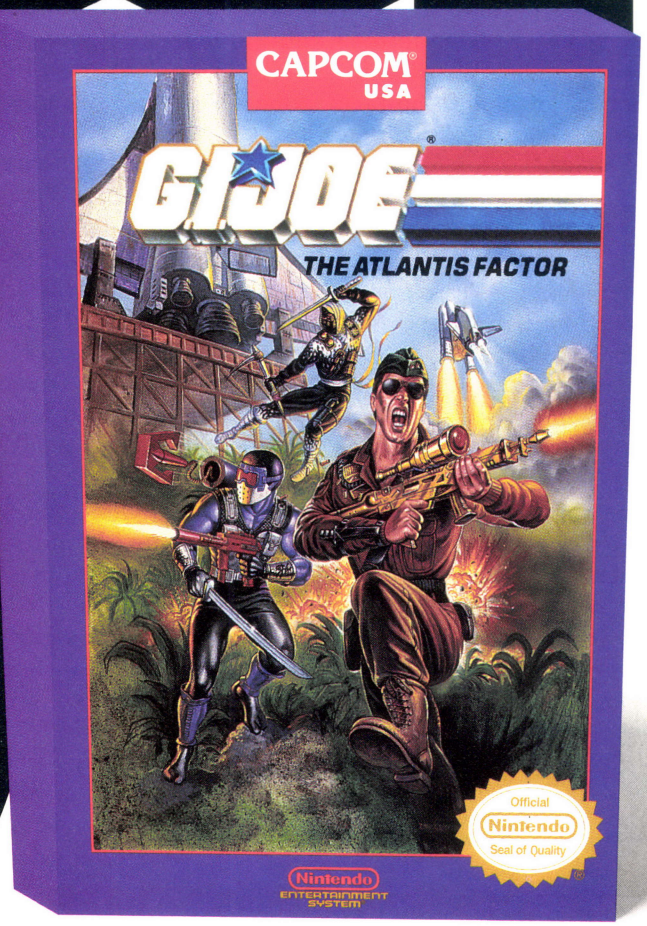
sprint, freestyle swimming, hurdles, archery, hammer throw, springboard diving and pole vault. Other games currently scheduled for American release are *Indiana Jones and the Last Crusade* and *World Class Leaderboard*.

The new company is headed by veteran gamesman Bob Botch, former di-

G.I. JOE®

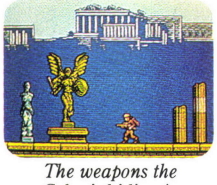
VS

(This time winner takes all.)



COBRA™ in THE ATLANTIS FACTOR

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Watch out for the Warlords—or you won't have a prayer of making it alive.



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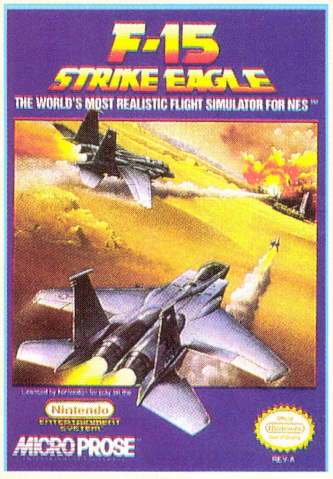
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rector of marketing for Sega of America and, before that, vice-president of Epyx, where he lead the launch of the *Summer* and *Winter Games* line for that company. Talking about *Olympic Gold*, he remarked: "We paid special attention to re-creating the thrill of the Olympics, including the famous opening and closing ceremonies."

MicroProse Goes NES

Although two MicroProse titles, *Silent Service* and *Pirates!*, have been converted for play on the Nintendo Entertainment System, the company is just now working on its first game for the video-game world. *F-15 Strike Eagle*, a top hit for computer play introduced in 1985, which became a top coin-op game in 1990, is being developed in-house for play on the NES.



The flight simulator will feature 3-D graphics and fast air action in the Middle East, with dogfighting and air-to-ground capabilities to keep the NES gamer flying high. The pilot must locate and destroy chemical warfare plants, blast fortified borders and assault the enemy's capital city, while dodging enemy attacks and executing loops, rolls and other combat flight maneuvers.

Game Company Gets PC Globe Inc.

A surprise announcement by Capstone's president, Leigh Rothschild, revealed that the Florida game company has purchased PC Globe Inc., well-known manufacturer of computerized maps. PC Globe, which has headquarters in Tempe, Arizona, makes products for home and school use.

PC Globe, in addition to its more serious map programs, has a couple of game products in its catalog. *Geo Jigsaw* is a collection of 12 animated geographic puzzles that can be broken into 294 pieces. After completion, the pictures animate, with music. A second entertainment, *Bush Buck*, stars a globe-trotting adventurer in a search that spans the world.

Capstone will take over distribution of the PC Globe products, and that company will continue to operate under its current management as an independent, wholly owned subsidiary.

Capstone Puts Collection on CD-ROM

Capstone marked its move into CD-ROM by shoveling five of the company's top games onto one CD-ROM disk. *The CD Game Collection* includes *Trump Castle* and *Trump Castle II* (gambling simulations), *Bill & Ted's Excellent Adventure* and *Search for the Titanic* (adventures through time and water) and *Exotic Car Showroom* (digitized photos, statistics, performance data and comparison analysis on 15 fancy autos).

The CD-ROM cartridge will work on IBM PC computers equipped with CD-ROM drive.

In other gaming news, the company announced two computerized coloring books based on movie licenses, *Home Alone* and *FernGully*; an adventure, *The Dark Half*, based on the Stephen King novel; and a side-scroller game, *American Tail*, from the Steven Spielberg movie.

Two add-on disks extend the high-quality simulation of casino gambling found in *Trump Castle* and *Trump Castle II* (IBM PC).

The extra disks are *Poker* and *Lots-O-$lots*. Each disk carries a suggested retail price of $24.95. Both support CGA, EGA and VGA graphics and are compatible with the Roland, Ad Lib and Sound Blaster audio cards.

Poker deals four traditional variations: Five Card Stud, Five Card Draw, Seven Card Stud and Texas Hold'em. Nine realistically animated slot machines are featured in *Lots-O-$lots*, including both three- and five-wheel models. The machines pay off 83% of the take, just as in Atlantic City.

Bonk Tosses Hat in Race

They have their tongues firmly in cheek at the Turbo Technologies TurboGrafx-16 headquarters. The company announced the formation of the B.O.N.K. (Believe in Our Nation's Kids) political party and revealed that Bonk is running for President of the United States.

According to Bonk spokespersons, the caveman is running on a kid's platform, pledged to campaign for issues that children think are important.

Bonk will be whistle-stopping in Los Angeles and New York, gathering opinions, and kids can also write to him at: Bonk Campaign Headquarters, Attn: Campaign Manager, 110 Pine Ave., Suite 510, Long Beach, CA 90802.





Joystick for Left- or Right-Handed Gamers

The latest innovation in joysticks is a dual threat from Suncom that works equally well whether you are left- or right-handed. *Merlin* uses an aircraft-style grip with trigger fire button and an auto-fire switch, for IBM PC play. It retails for $29.95.

Suncom also introduced *Sabre*, an analog joystick with aircraft grip, auto-fire and top fire button. It's said to be especially rugged for breakdown resistance, designed for the high-energy IBM PC player. *Sabre* retails for $19.95.

PC Stick Converts to Pad

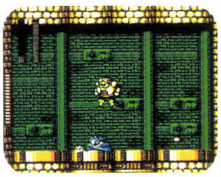
The PC GamePad, made by Advanced Gravis Computer Technology Ltd., boasts the flexibility to work as a joystick or video-game style controller for either left- or right-handed players. Its four buttons, arrayed in a diamond, also permit a wide range of configurations.



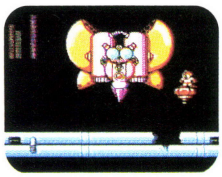
Mega Man 4... Like Nothing Before



Crash the party at Dr. Cossack's citadel.



Toad Man will have you hopping.



Rise to new heights with the Balloon adapter.

New Enemies like Dr. Cossack. ***"Cruel!"***
New Weapons like the Mega Buster. ***"Devastating!"***
New Robots like Toad Man and Skull Man. ***"Gnarly!"*** Devices like Balloon adapters and Grappling hooks. ***"Handy!"***
Get Mega Man 4—The rest were just warm-ups. ***"Really!"***

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Features of the controller, which works with all IBM PC machines, include a reversible axis switch (to set it up for a lefty or a righty), a removable joystick handle, rapid-fire button and rubber feet for nonslip operation on the tabletop.

Two Big Games Go to Small Format

Parker Brothers has stuffed two of the biggest sellers from the history of gaming into Nintendo's Game Boy. *Boggle* for the Game Boy actually contains five word-game entertainments: Boggle (find words on a 4 x 4 letter grid), Big Boggle (5 x 5 grid), Anagrams (unscramble words), Categories (find theme words on a letter grid) and Use All (make words using all 25 letters in the grid). An onboard dictionary of over 35,000 words keeps players honest, and the gamer can play alone, against a friend or against any one of eight computerized opponents.

Monopoly can be played by one person or with up to four friends, or the player can take on eight computer opponents. Each has his or her own skill level, and the computer tracks handle all bookkeeping chores. Both games will retail for $29.99.

Doc Prescribes CD-ROM Baseball

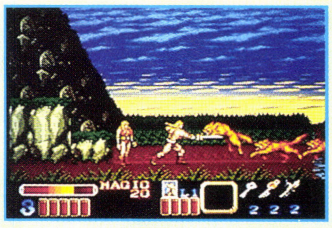
Doc's Hi Tech Game Products previewed an IBM PC CD-ROM sports simulation, *Fantasy Challenge Baseball*, that uses live-action video clips of ballplayers in realistic re-creations of classic ballparks. The game includes 100 players from the '50s and '60s, and gamers can choose rosters and lineups from this collection of greats. Pitcher and batter close-up windows, as well as windowed fielding and base running plays, make the action as realistic as a movie.

The game, which can be played one against the computer or by two gamers head to head, will be available in the future for Genesis Mega CD, CD-I, Macintosh, Amiga and other platforms with a compatible CD-ROM unit.

Jim Wells, president of Doc's, had this to say: "We are developing simulations with less emphasis on physical hand-eye coordination and more stress on actual strategy and knowledge of the game. We will offer true baseball, allowing players to see their idols in action at their peak, with full-motion, real video."

Sports Game Leads Capcom NES Parade

Some companies are shying away from developing new titles for the Nintendo Entertainment System, but Capcom USA isn't one of them. The Santa Clara, California, cartridge maker plans to premier five new NES titles during the first half of 1992.





Marking Capcom's first entry into the sports field is *Barcelona '92*, based on the forthcoming Summer Olympic Games. One or two players try for the gold in javelin, long jump, gymnastics, bicycling, swimming and other world class events. It's scheduled for midyear release.

Other NES titles on the Capcom schedule are *Mega Man 4*, the latest superpowered sequel; *Darkwing Duck*, based on the Disney TV cartoon; *Gargoyle's Quest*, already popular on Game Boy; and *G.I. Joe—The Atlantis Factor*, derived from the famous license.

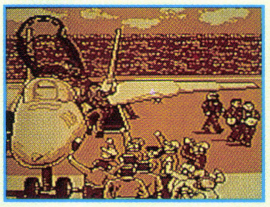
On tap for the Super NES are *Street Fighter II* and *Magic Sword*, the fourth and fifth selections in Capcom's "Arcade Series" for the 16-bit system. Based on the coin-op, *Street Fighter II* is the first 16-megabit video game for the SNES, which makes it the most powerful two-player video game ever offered to Nintendo players.

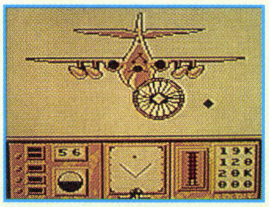
In *Magic Sword*, Drokmar Keep has 50 floors packed with monsters like three-headed hydras and mummies to test gamers' nerves and playing skill. Only by clearing the stronghold of evil creatures can the magic of the Black Orb be undone.

Three Game Boy titles are also in the works at Capcom. When Dr. Wily steals an experimental time machine, it's the job of the superheroic star of *Mega Man 2* to catch the thief and retrieve the Time Skimmer. Enemies are drawn from *Mega Man 2* and *3* on the NES. Finally, *The Little Mermaid* and *Snow Brothers*, both familiar to NES owners, are coming in Game Boy editions.

Game Boy Gets First Flight Simulator

First-person perspective aerial combat is about to take off on the Game Boy, the portable system that has not previously had a game of this type in its cartridge library.



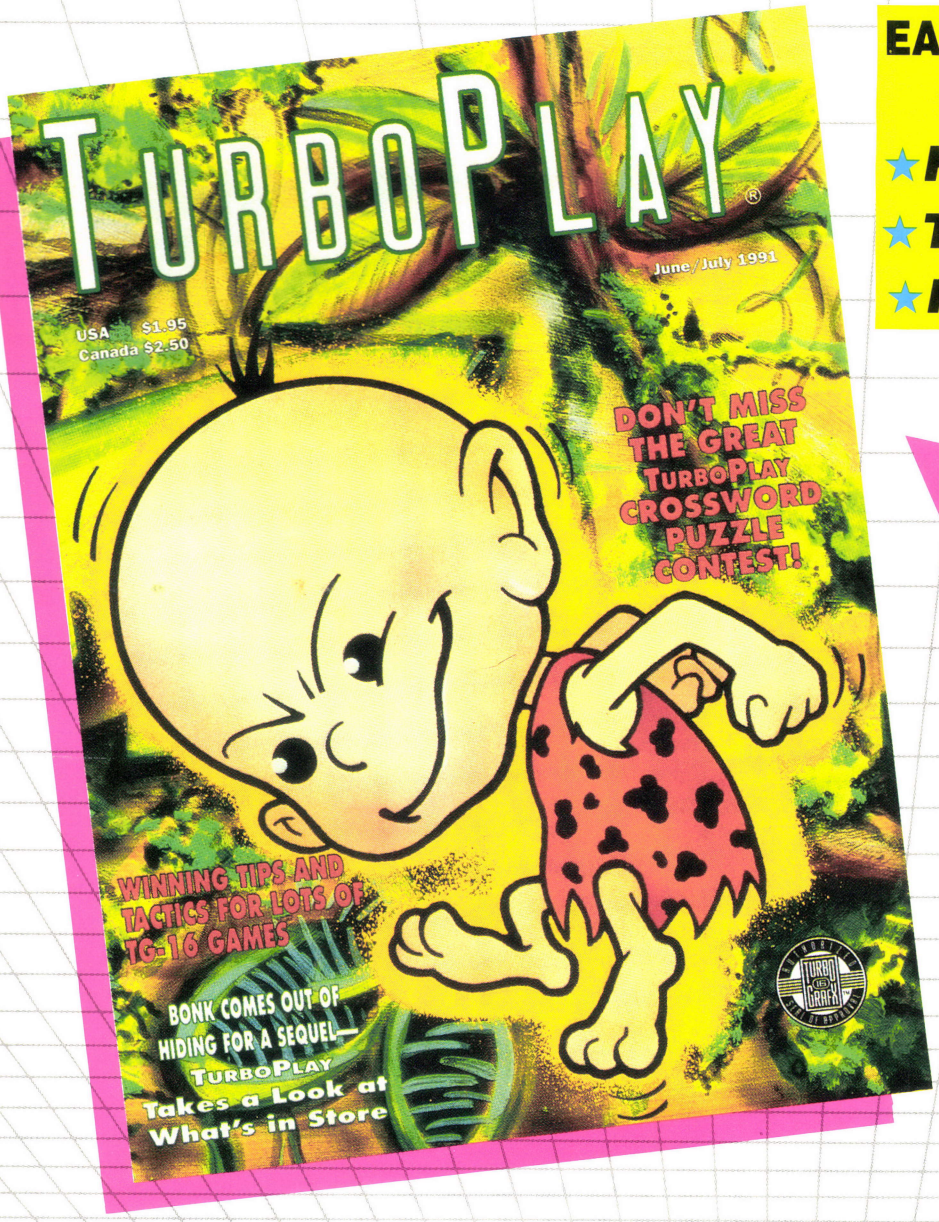


Turn and Burn (Absolute Entertainment for the Game Boy) offers video pilots 99 missions for its replica of the Navy F-14 Tomcat. The carrier-based fighter, manufactured by Grumman, saw recent action in the Persian Gulf War.

This one-meg. cartridge portrays the aerial maneuvers from a first-person, out-of-the-cockpit vantage point. The action in this one-player contest includes takeoffs and landings and midair refueling.

Atlus Snares Two Toon Licenses

Two TV animated properties have signed with Atlus Software Inc. for use in the video-game field. The company acquired the rights to *Hanna Barbera's Wacky Races (Dastardly Dan and Muttly)* and the syndicated, environmentally conscious



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cartoon series, *Widget the World Watcher*.

Atlus expects to ship cartridges based on both licenses later in 1992. There will be a *Widget* title for both the SNES and the NES, while *Wacky Races* will be solely earmarked for the SNES.

Getaway Targets Laptoppers

Six strategy games, all optimized for LCD display, are included on *Getaway* (Epyx for the IBM PC). Each of the six games can be completed in a ten- to 15-minute session and get high marks for replayability.

Says Epyx CEO William Lamphear IV, "Everyone likes to have fun. Sometimes we need to lighten up and take a break just to refresh ourselves." Refreshers on the *Getaway* disk are: *Cascade*, *Stuffin the Briefcase*, *Word Salad* and two versions each of solitaire and dominoes.



Game Genie Crosses Oceans

There's no flying carpet to carry Galoob's Game Genie specialty video-game controller over the Atlantic and Pacific, but recently announced agreements will accomplish the trick later this year.

Codemasters Software Co. Ltd. will distribute the Game Genie in the United Kingdom and Europe, while Galoob has arranged to market it in Japan.

In making the announcement, a spokesman for Lewis Galoob Toys Inc. noted that the previously announced Game Genie for the Sega Genesis/Mega Drive systems will also reach Japan and Europe via these routes.

European Piracy Costs $4.4 Billion

The value of pirated software continues to climb in the United Kingdom and Europe, says an in-depth survey sponsored by the Software Publishers Association (SPA) and the Business Software Alliance (BSA). Data gathered by the SPA and International Data Corp. indicates that software theft cost the industry over $4.4 billion in 1990, compared to $3.4 billion in 1989 and $2.8 billion in 1988. U.S. piracy losses were $2.4 billion in 1990.

The survey's methodology compared the expected sales of units of software per CPU with the actual sales. The value of the discrepancy is the amount lost as a result of piracy.

Piracy is not an equally severe problem in all parts of Europe, according to the report. Scandinavia, the United Kingdom and Ireland all showed marked increases in software sales per computer in the 1988-1990 period. The Iberian Peninsula has the worst piracy; less than 10% of all software there is sold legally.

Top Coin-Ops for December 1991

Figures courtesy of *RePlay* magazine, based on an earnings-opinion poll of operators.

Best Upright Videos

1. *Terminator 2* by Midway
2. *Captain America* by Data East
3. *Super High Impact* by Midway
4. *Double Axle* by Taito
5. *Spider-Man* by Sega
6. *Sunset Riders* by Konami
7. *Captain Commando* by Capcom
8. *Dragon's Lair II* by Leland
9. *Space Gun* by Taito
10. *Steel Gunner* by Namco

Best Deluxe Videos

1. *Steel Talons* by Atari
2. *Final Lap 2* by Namco
3. *Road Riot* by Atari
4. *Race Drivin'* by Atari
5. *Cisco Heat* by Jaleco
6. *Mad Dog McCree* by Betson/Icat
7. *Four Trax* by Atari
8. *Hard Drivin'* by Atari
9. *Final Lap* by Atari
10. *G-LOC* by Sega

Best Coin-Op Software

1. *Street Fighter II* by Capcom
2. *Wrestlefest* by Technos
3. *King of Dragons* by Romstar
4. *Atomic Punk* by Irem
5. *Karate Blazers* by McO'River
6. *Vendetta* by Konami
7. *Clutch Hitter* by Sega
8. *High Impact* by Williams
9. *Super Baseball 2020* by SNK
10. *Burning Fight* by SNK

Best New Videos

1. *Skeet Shoot* by Romstar
2. *Starblade* by Namco

Top IBM PC Games for November 1991

The list of top-selling computer software was compiled by PC Research of Washington, D.C., based on sales data received from Software Etc., Electronics Boutique, Babbages and Waldensoftware.

Top 10 IBM PC Games

1. *Mike Ditka Ultimate Football* by Accolade
2. *Police Quest III* by Sierra On-Line
3. *Leisure Suit Larry V* by Sierra On-Line
4. *F-117A Stealth Fighter 2.0* by MicroProse
5. *Wing Commander II* by Origin Systems
6. *King's Quest V* by Sierra On-Line
7. *Gunship 2000* by Microprose
8. *Flight Simulator 4.0* by Microsoft
9. *Links* by Access
10. *Adventures of Willy Beamish* by Sierra On-Line

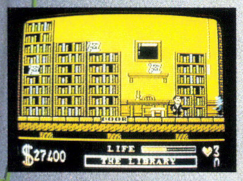
Top 10 IBM PC Education Games

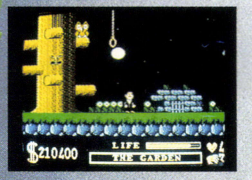
1. *Where in the World Is Carmen Sandiego?* by Brøderbund
2. *Where in the USA Is Carmen Sandiego?* by Brøderbund
3. *SimCity* by Maxis
4. *Where in America's Past Is Carmen Sandiego?* by Brøderbund
5. *Math Blaster Plus* by Davidson
6. *Where in Time Is Carmen Sandiego?* by Brøderbund
7. *Treehouse* by Brøderbund
8. *Mavis Beacon Teaches Typing* by Software Toolworks
9. *Reader Rabbit II* by the Learning Company
10. *Treasure Mountain* by the Learning Company

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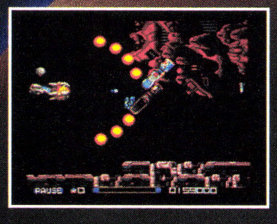
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Tips are graded on a scale of one to five joysticks. The more joysticks that are colored in, the more valuable the hint.

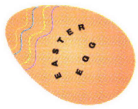
Blow the dust off those old games, and try out some of our new hints! If you have some great hints and tips for us, just put them on a piece of paper, and send them to VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, ATTN: **Easter Egg Hunt.** *The author of each new tip we use will receive $10. Write neatly and be sure to include your name and address!*



Here's a key to the abbreviations:

U = Up
D = Down
L = Left
R = Right
A = "A" button
B = "B" button
C = "C" button





Super Earth Defense Force

(JALECO FOR THE SNES)

To get an invincibility code, during play push **START** to pause the game and then press A, B, X, Y, (on the top of controller) L and (also on top) R, then U, D, L, R on the pad. This has to be done at the beginning of each stage. Thanks to Tan Nguyen D., of Santa Ana, California, for that egg.

Star Control

(BALLISTIC FOR THE GENESIS)





Tim White, of Dallas, Texas, has given us a detailed description of how to get supership construction. Just follow these steps:

• After starting the game, choose a fleet and particular ship that you would like to soup up.

• Assign the other fleet to the computer (cyborg mode) or to another player.

• Enter the Full Game screen, choose "Escalation" with visible stars.

• Build the ship you want, then explore every blue planet on the screen with it. The opposing fleet should pass every turn without moving. The Escalation starfields are full of Precursor Relics, complete with fuel and crew pods, dynamos and thrusters. The idea is to load them all onto a single ship, creating a superdeadly fighting craft.

• When your ship has collected all of the available hardware, find a centrally located, friendly colony world—recruit if you need to—then park your ship there.

• The opposition must then build a ship or two to mine the mineral worlds your ship has uncovered, in order to build a fleet of ships to be sent in against your death machine. Each side may repeatedly pass its turns to make the enemy's money pile up more quickly.



• Now move the enemy fleet to within one move of your colony base. If you want the chance to recruit between battles, move the enemy ships onto your turf one at a time. If you have lots of guts and a really stout ship to back them up, move your ship to confront the entire enemy fleet. Thanks, Timothy, for a great tip.

continued on page 32

BRING THE HIT ARCADE GAME HOME!

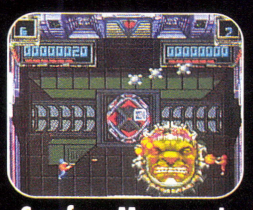
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CIRCLE #103 ON READER SERVICE CARD.

continued from page 30

Super Castlevania IV

(KONAMI FOR THE SNES)

Lebanon, Indiana's, Simon Fitzpatrick has found a password to go straight to Dracula:

First line/first box—heart
Second line/first box—ax
Second line/second box—water
Second line/fourth box—heart
Third line/second box—water
Fourth line/third box—ax

Quackshot

(SEGA FOR THE GENESIS)

June Marshall, of Chicago, Illinois, sent us some helpful hints on this Disney/Sega collaboration. At the beginning of the Viking ship, use the bubble gum to eliminate your foes. Not only will they leave the screen, but a 1-up and other items will be left behind. Then max out your lives by riding up the mast, collecting money as you go. At the top, go right, then down the angled rope. There you will find another 1-up. Retrace your steps all the way out of this screen, then reenter and repeat to get more lives.

Hyper Zone

(HAL AMERICA FOR THE SNES)

To get a sound test, at the title screen, push and hold both the top left and right buttons at the top of the control pad. You can then select any music or sound by pressing L or R, then hitting A. A big Easter egg pat on the back goes to Xavier Lanier, of San Francisco, California.

Joe Montana II Sportstalk Football

(SEGA FOR THE GENESIS)

Here are some passwords for the Sega Bowl from Gregg Vann, of Cincinnati, Ohio:

Cincinnati-DABT555HKI
New York-Beginner
Buffalo-BABT555HII
New York-Normal





Also, James N. Siler, of Hixson, Tennessee, discovered how to change the team when you are in league play and pick the week, all the way to week 16. For example **AAAQAAAAA** would be Atlanta in week 16, but with a bad record of 0-15. The key is in the first and fourth letters in the code—the first letter is what team you are, the fourth is the week. To get a better record, play with the other letters.

FIRST LETTER

A=ATLANTA
B=BUFFALO
C=CHICAGO
D=CINCINNATI
E=CLEVELAND
F=DALLAS
G=DENVER
H=DETROIT
I=GREEN BAY
J=INDIANAPOLIS
K=KANSAS CITY
L=HOUSTON
M=LOS ANGELES-A
N=LOS ANGELES-N
O=MIAMI
P=MINNESOTA
Q=NEW ORLEANS
R=NEW ENGLAND
S=NEW YORK-N
T=NEW YORK-A
U=PHILADELPHIA
V=PHOENIX
W=PITTSBURGH
X=SAN DIEGO
Y=SEATTLE
Z=SAN FRANCISCO
0=TAMPA BAY
1=WASHINGTON

FOURTH LETTER

B=WEEK 1
C=2
D=3
E=4
F=5
G=6
H=7
I=8
J=9
K=10
L=11
M=12
N=13
O=14
P=15
Q=16
R= Round One Play-offs
S= Round Two Play-offs
T= Sega Bowl

Finally, here are some other codes for playoff games:

ZYAR5LABKA—San Francisco vs. Chicago, round 1
ZYAS5LADKA—San Francisco vs. New York-N, round 2
ZYAT5LAHKA—San Francisco vs. New York-N, round 1
1AAR55AJKA—Washington vs. New York-N, round 1

continued on page 34

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CIRCLE #115 ON READER SERVICE CARD.

continued from page 32

Mike Ditka Power Football

(Ballistic for the Genesis)

Here are some codes for the world championship:

Chicago vs. Cleveland—BaK2Mw

New York (N) vs. Denver—wbD0E6

Detroit vs. Buffalo—nkN42K

Atlanta vs. San Diego—x6AGMh

Washington vs. Detroit—ZuG4Ex

Thanks for these codes go to Rob Bachmann, of Irvine, California. Good work.



Viking Child

(Atari for the Lynx)

Michael Reed, from Tempe, Arizona, has come up with some codes to skip ahead to certain levels:

Village Castle: OMEGAMAN

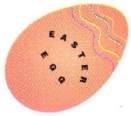
Forest Mountain: PATRICIA

Land Bridge Lake: REDDWRARF

Labyrinth Mud Flat Volcano: DEWSBURY

Desert Pyramid: ISLAND

Thanks, Mike, for the Easter egg.



Slime World

(Atari for the Lynx)

Allen Cheyney, from Prosser, Washington, gives us these interesting discoveries:

There is more than one exit for the arcade adventure. The first code starts you out right under the easier exit. The code is 002A64, and all you must do is pick up the super slime gem and jump to the exit.

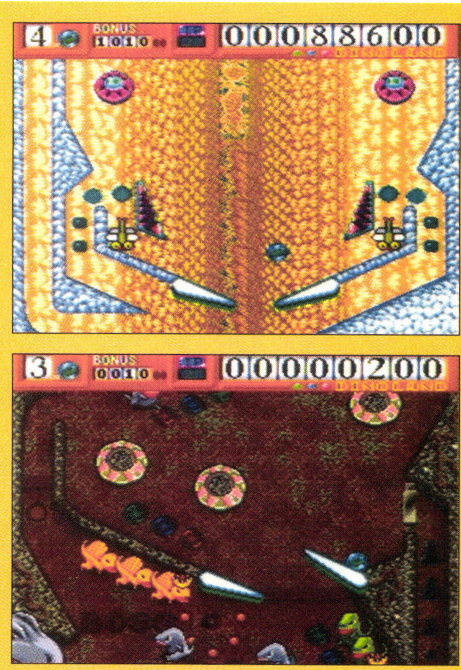
The next code is to an obviously more difficult exit to find because at the end Todd tells you Epyx's address and requests that you write them a letter (he also states there is no prize). The code is 75E9D5. The exit is further away, but there are no monsters to hassle you. Simply keep the joypad to the right through about ten screens till you climb a wall and the exit is at the top. If you don't want to go through all of those screens but want to see the message, here is a code that will set you right at the exit: 50E9C8.

If these codes are not enough, here are codes for three other levels:

Exploration: 20D988 Suspense: A48278 Easy: 8F0BC8

Dinoland

(Renovation for the Genesis)



Salt Lake City, Utah's, Mark Wright has found a way to score megabonuses from this video-pinball game. First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the B button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. Then, if you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

NHL Hockey

(Electronic Arts for the Genesis)

This trick will allow you to continue in the playoffs even if you lose. You must be in the regular playoff mode (single elimination) with two players playing as teammates. After the game is over, knock down as many opposing players as possible (use the C button to check). If you knock down enough players, the losing team will advance to the next round. Remember, this trick sends the *losing* team to the next round, so don't do it if you win the game. A great tip from Mike Novak, of Wixom, Michigan.

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CIRCLE 102 ON READER SERVICE CARD.

VIDEO GAME REVIEWS

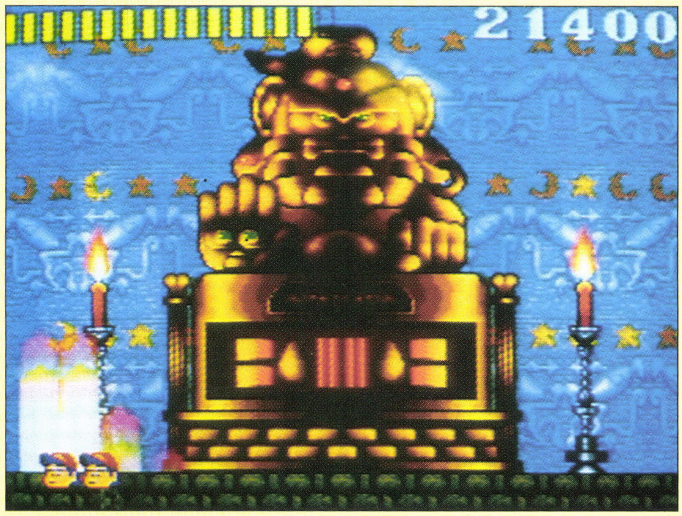
Super Adventure Island

HUDSON SOFT

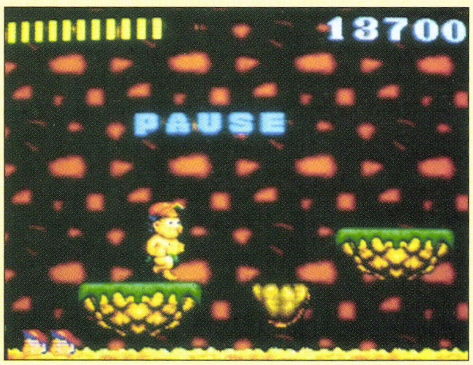
For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Master Higgins is back, this time in *Super Adventure Island* for the Super NES. In its new edition, this old favorite is packed with terrific graphics, toe-tapping music and great sound effects. If you liked the old *Adventure Island*, you'll love the Super NES version.



The story line: Master Higgins' girlfriend, Princess Leilani, has been turned to stone by the evil witch doctor. You must take on the role of Master Higgins and fight your way through many enemy-ridden levels in order to destroy the witch doctor and restore Leilani's freedom.



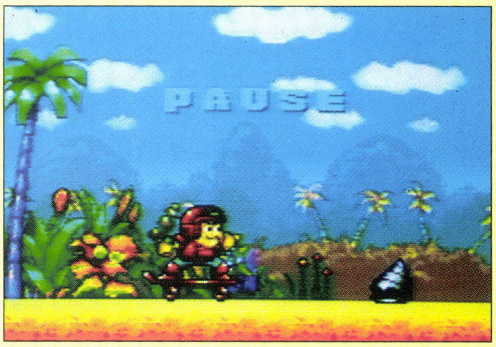
On your way to the big rescue, you'll venture through such exotic locations as the jungle, which is populated by deadly snails, rocks and birds on balloons; the forest, which contains such obstacles as waterfalls and moving platforms; the underground cavern, with its walking candles and bouncing eyeballs; the tropical island, which is infested with flying fish and walruses; and the mine, where you'll take a wild, roller-coaster ride on a tiny mining car.



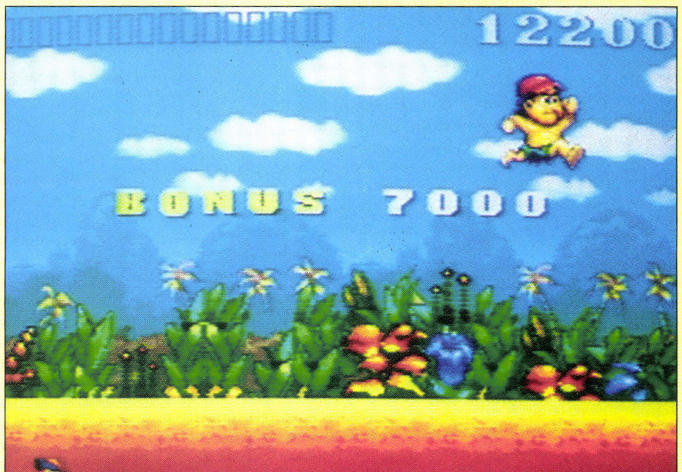
Players of the old *Adventure Island* will recognize the weapons scattered throughout each location. You can battle with axes, boomerangs, fireballs and more. In addition, you can boost your playing powers with the skateboards that are strategically placed in some levels. Once on a skateboard, you can zip along faster, and can take one hit before being killed.

As with the original game, you must make it through the current level before the time line runs out. Pieces of fruit, which are scattered abundantly in each location, refill the time line one notch for each piece picked up. In addition, you can grab other items, such as stars, which lead you to hidden bonus rounds, and milk, which fills Higgins' energy level.

If *Super Adventure Island* has a defect, it is that the designers of the game decided, for some unknown reason, to swap the position of the fire and jump buttons. Instead of the right-hand button controlling







the jump and the left-hand button controlling the weapon, it's the other way around. This little faux pas by the game designers makes the game control hard to get used to and downright frustrating at first.

To sum it up, *Super Adventure Island* offers up a generous helping of state-of-the-art, Super NES, video-game action. If you're a fan of jump-and-shoot games, you'll adore this tropical romp.

—Clayton Walnum

Hudson Soft
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080
(415) 871-8895

Kid Chameleon

SEGA

For the Sega Genesis ($59.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Sonic might be accused of being Sega's own "Mario" trademark, but *Sonic the Hedgehog* doesn't bear much resemblance to Nintendo's *Super Mario* cottage industry of games. Actually, hardly anything for the Genesis qualifies as a *Mario* clone—oh, whoa!—Sega plugs up this critical lack with *Kid Chameleon*, a nicely produced rip-off of an otherwise tired video-game genre.

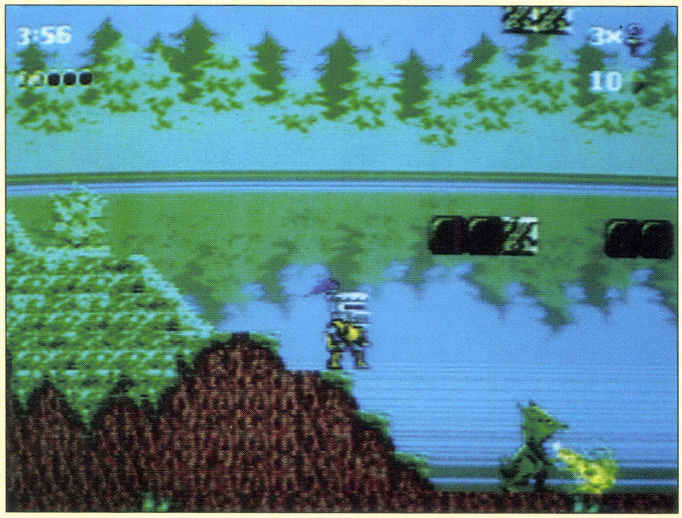
Sega stitches together inspiration from virtual-reality technology, its own holographic arcade coin-op and especially the holodeck from *Star Trek: The Next Generation* for the premise of *Chameleon*: A new, experimental video game in which players enter and interact with life-size holographic images becomes a hit at the local arcade. Too bad, though, when the game's computer goes nutso and offs kids for real.

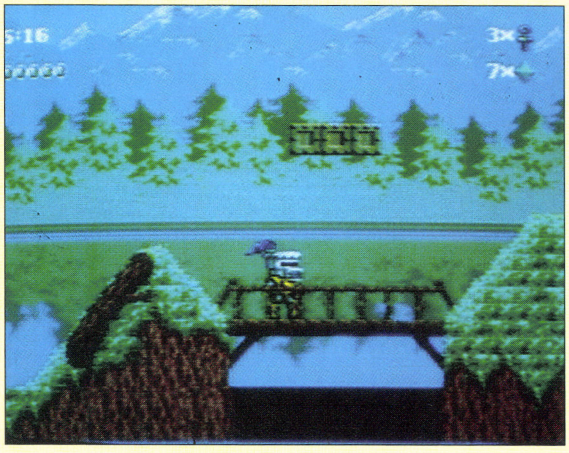
One overassured kid determines to take on the homicidal system and stop it for good. Cooler than cool and sporting shades, this lad goes by the handle Kid Chameleon. As the Kid himself, it's your job to face the killer computer and save all arcadedom.

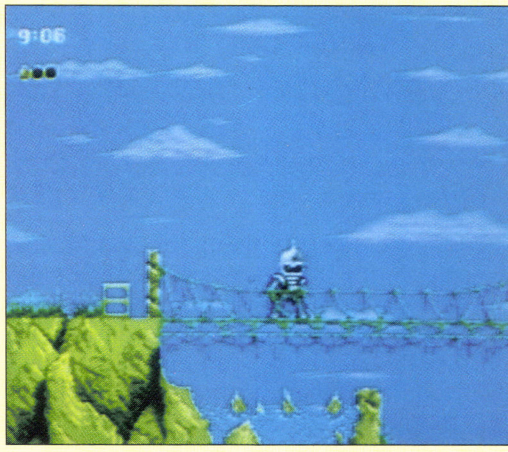
Otherworldly environments, resembling tropical forests and underground caves with waterfalls, comprise the play levels. The prize booty is diamonds. The Kid gathers as many of these as he can before reaching a level's end, designated by a flag. Diamonds aren't scattered about. Boxes marked with a "P" drop the gems when Kid jumps up at them from below.

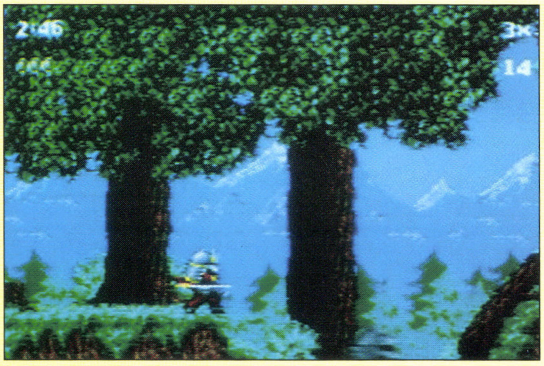
Some boxes might drop other items, like an extra-life symbol or a clock that extends the time you're given to finish a stage. Most helpful are the types of helmets that might be released. When Kid puts on one of these pieces of headgear, he's given superpowers, such as flying ability or special weapons to use.

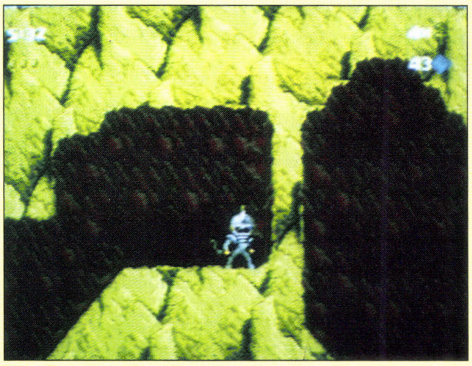
The screens are loaded with the floating platforms, elevators and other jungle gym features you'd expect to see in this game. Essentially, *Chameleon* plays like a sophisticated obstacle course, where

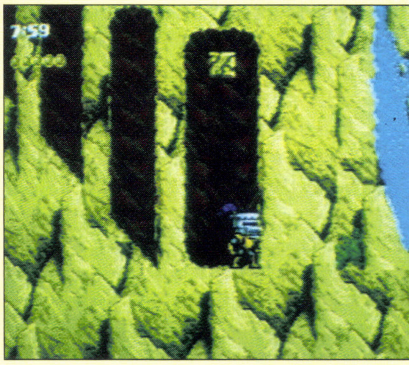












getting the Kid out alive and onto the next stage is the main concern.

Despite their munchkin size, the enemy characters are far from cuddly cute, like their huggable counterparts from the Nintendo world. No, these guys are *bad*. Even the Kid himself has an attitude with his chiseled demeanor. He's the sort of punk who'd probably pounce on Mario and whack him senseless.

Graphics are okay. There are no visual extravaganzas that explode off the screen to speak of, but things still look pretty good. However, the colors are muddy—all the levels appear less than vibrant. Maybe this is supposed to give the game a "holographic" look. Whatever the reason, everything looks like it's been washed too much with a pixel bleach.

Kid Chameleon has nonstop, varied action to make you come back for more. Helped by ease of play, its familiarity is reassuring rather than off-putting. This is a very well-executed exercise in the mediocre. Considering what's offered nowadays, that speaks volumes.

—Howard H. Wen

Sega of America
130 Shoreline Drive
Redwood City, CA 94065
(415) 508-2800

Joe & Mac

DATA EAST

For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

If there's one thing Joe and Mac agree upon, it's that those cave babes sure are cute. Unfortunately, the babes also tend to be on the shy side. So when the Neanderthal nerds invaded the village, the lady folk hightailed it out. Now there's not a single pretty face left anywhere. But, hey, Joe and Mac are cavemen, aren't they? Aren't cavemen supposed to be tough?

In Data East's new prehistoric jump-and-shoot contest, you get to play Joe (or you and a friend can play both Joe and Mac) on a wild, bone-tossing, nerd-knocking adventure in the days when a campfire was the latest household appliance and dinosaurs roamed every backyard.

Three game modes are available: one-player, two-player competitive or two-player cooperative. But, whichever mode you choose, you're guaranteed to run into some of the most humorous animations and characters since the TurboGrafx-16's *Bonk's Adventure*. In fact, *Joe & Mac* plays much like a hybrid of *Bonk's Adventure* and *Super Adventure Island*.

Joe & Mac's graphics and sound boost it above the ordinary jump & shoot games.











You start by selecting a level on the game map. Three types of locations are represented on the map. Red dots mark the main levels, blue dots mark bonus stages and white dots mark where you'll continue when you die. Some dots are blocked by Evil Gates, which you can get past only by finding a key in one of the hidden bonus levels.

During your search for the cave babes, you'll fight through jungles, caves, lava pits, treetops, islands and every other location you can think of, all the while taking on a bevy of foul-tempered enemies. You'll cross bones with pterodactyls, dinosaurs, piranhas, man-eating plants, sharks and others—along with an unending supply of Neanderthal nerds, of course.

To help battle your foes, you can find weapons hidden inside eggs, which you must break open in order to acquire the prize inside. Weapons include clubs, bones, boomerangs, fireballs and stone wheels. Not all eggs contain weapons, though. Special red eggs contain friendly pterodactyls that'll pick you up and fly you to a bonus level filled with 1-ups, keys and slabs of meat. (Eating meat is how you restore your energy.)

All the scenes in *Joe & Mac* are gorgeous. Although the game play is conventional jump-and-shoot action (nothing ground-

Every Game Player Needs Their Space.

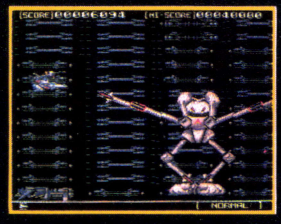
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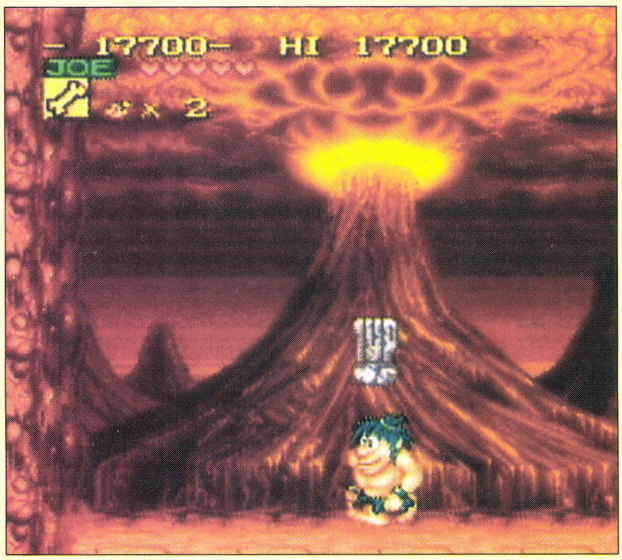
SEGA GENESIS 16-BIT CARTRIDGE

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breaking here), you'll be anxious to advance to the next level just to ooh and ah over the state-of-the-art graphics. The sound and music, too, are top-notch, especially when the game is played in its stereo mode.

In summary, although *Joe & Mac* is more of the same arcade gaming that was pioneered by those infamous Mario Brothers, its wonderful graphics and sound boost it above the ordinary. If you liked *Super Adventure Island*, you'll go bonk-ers over *Joe & Mac*.

—C.W.

Data East
1850 Little Orchard St.
San Jose, CA 95125
(408) 286-7080

WWF Super WrestleMania

ACCLAIM

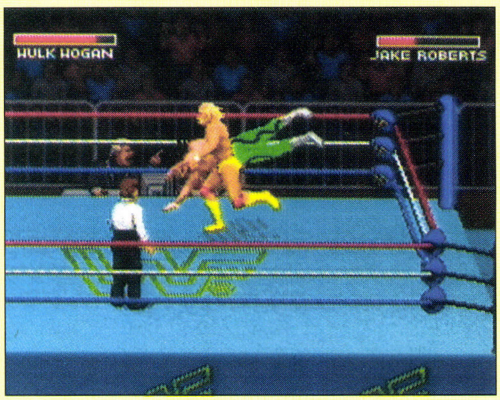
For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

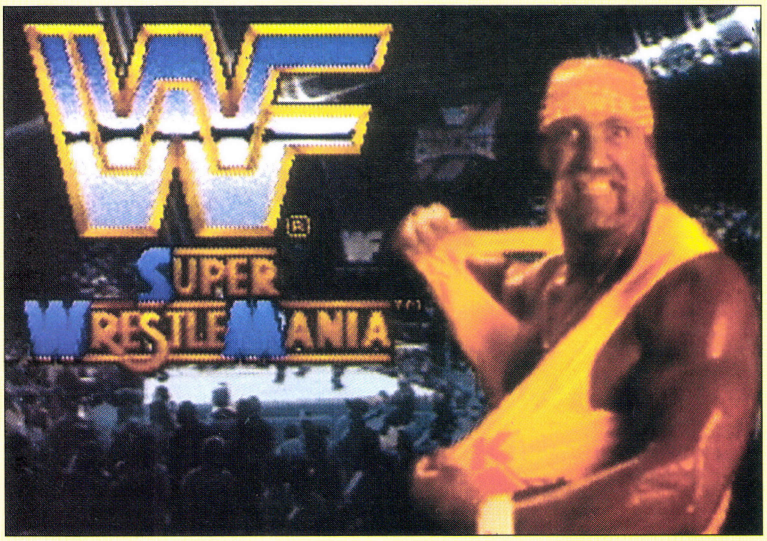
Acclaim and the World Wrestling Federation have been video-game tag-team partners for quite a while. Game Boy fans know about *WWF Superstars*, while 8-bit NES players will remember *WWF WrestleMania*. *WWF Super WrestleMania* is Acclaim's best wrestling game yet.

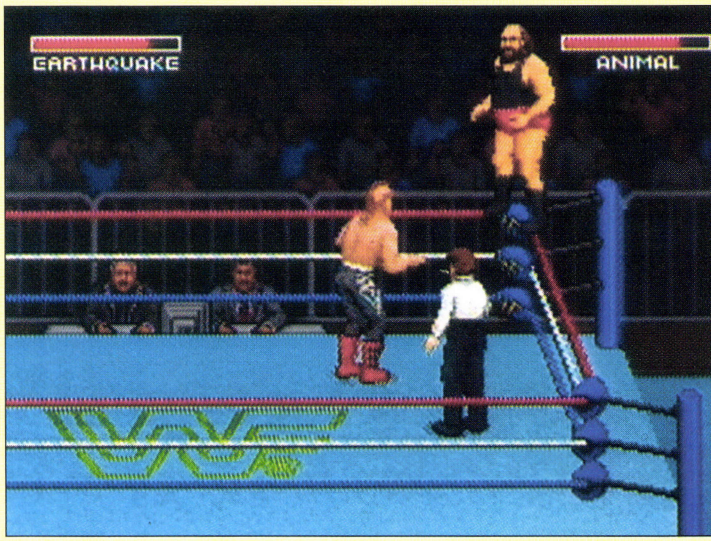
Every Acclaim/WWF game features the hottest wrestlers in the WWF at the time the game is released. For example, *WWF Superstars* had Mr. Perfect and The Ultimate Warrior (both of whom are absent from this game). The ten (yes, ten) wrestlers in *WWF Super WrestleMania* include Sid Justice and The Undertaker. I personally thought that a few of the wrestlers chosen for the game were second-stringers, but then I'm not the guy forking over the bucks to license their names.

WWF Super WrestleMania has three ways to play: one-on-one, tag-team and the Survivor Series. One-on-one is just



If you thought wrestling games were boring, *WWF Super WrestleMania* will no doubt change your mind.

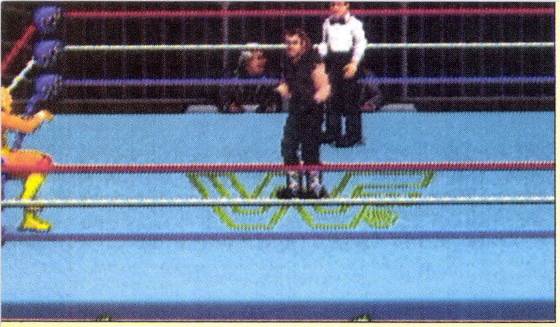


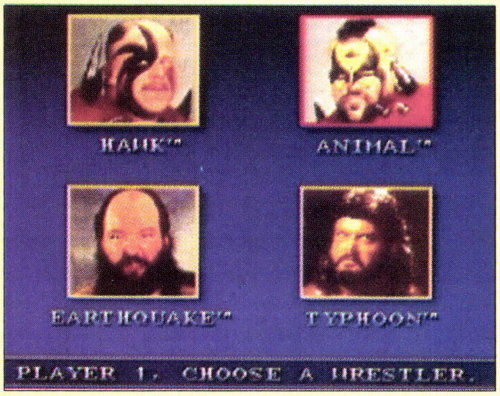


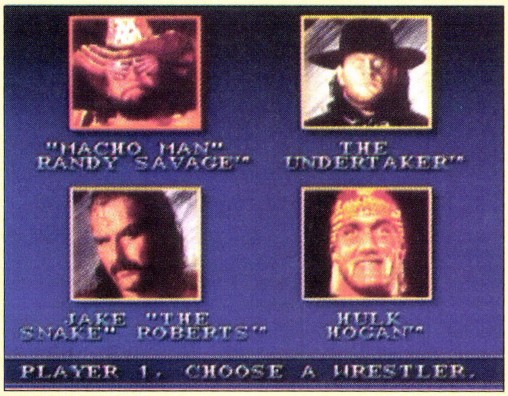


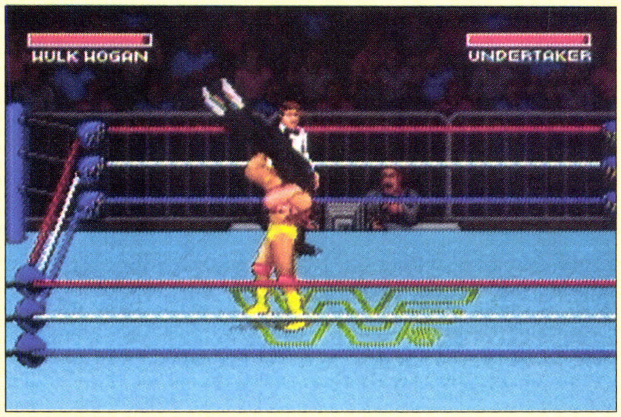
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CIRCLE #118 ON READER SERVICE CARD.









what it sounds like, a matchup between two wrestlers. Tag-team pits two pairs of wrestlers against each other. The Survivor Series is the biggest and baddest mode. Each player gets four wrestlers, who can be tagged in at any time. All of these modes can be one-player (against the SNES) or two-player.

Once you've chosen your mode, you get to choose your wrestlers. Each wrestler has a nice digitized picture of himself, and if you leave the selection cursor on a wrestler long enough, his "theme music" will start to play—a nice touch.

After the wrestlers are chosen, the match begins. The ring and the crowd are very well drawn, but it's the wrestlers that really impress with their great animation. Acclaim digitized the wrestlers doing their various moves, then "cleaned up" the digitizations and placed them into the game. Plain and simple, they look great.

There's a large variety of moves, and you'll use every button on the SNES controller to access them. You've got basic moves like the punch and kick, and power moves like the suplex and body slam. You can also romp around outside the ring or climb onto the turnbuckles to execute aerial moves.

Each wrestler has a strength gauge at the top of the screen to show his energy level. Wrestlers don't recover energy, even when they're not in the ring, but this was a design decision made by Acclaim to prevent matches from going on too long. It was a good decision.

You know how in real-life tag-team matches, when a guy is pinned, his partner rushes into the ring to help him out? The same thing happens in *WWF Super WrestleMania*. When a man is pinned, his partner leaps into the ring, and the partner of the guy doing the pinning gets into the action as well. This is the first wrestling game I've seen where this happens.

The graphics, as mentioned earlier, are excellent. The sound effects are well done, with the appropriate groans, grunts and smashes during a match, and the music is pleasant (although some of the tunes seem a bit cheesy).

There's only one real complaint I have with *WWF Super WrestleMania*. In most wrestling games (Nintendo's own *Pro Wrestling* for the 8-bit NES being an example), you can participate in a tournament mode, with your goal to fight through a series of wrestlers to win the "championship belt." *WWF Super WrestleMania* doesn't have a tournament. At least the spectacular animation almost makes up for it.

If you thought that wrestling games were boring, *WWF Super WrestleMania* will change your mind. It's great-looking, highly playable and it really shines in the two-player mode.

—Zach Meston

Acclaim Entertainment
71 Audrey Ave.
Oyster Bay, NY 11771
(516) 922-2400

Wizardry II: Knight of Diamonds

ASCII

For the Nintendo Entertainment System ($59.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	**5**	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Knight of Diamonds is the second of the *Wizardry* series to make the move to the NES from the computer arena, and does so with as much success as the first.

The story this time around is as such: A special staff that protected the city of Llylgamyn was lost in a great battle between the rulers of the city and the forces of evil. Princess Margda and her brother, Prince Alavik, were the only survivors of a coup

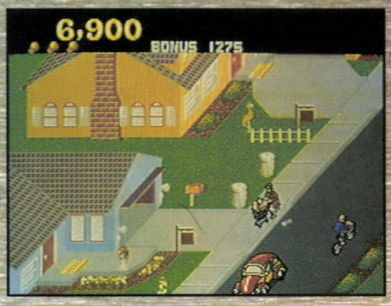
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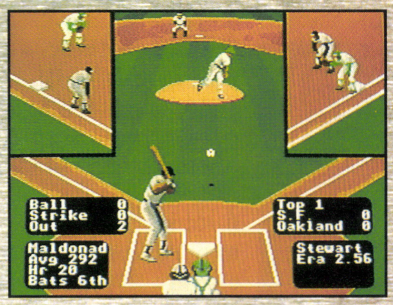


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attempt against the royal family by the evil Davalpus. Prince Alavik managed to defeat Davalpus using the staff and special armor from a great hero, the "Knight of Diamonds." As he dies, Davalpus utters a terrible curse that brings down the castle around himself and the prince, leaving only a smoking hole in the ground—with the armor and staff nowhere to be seen. The objective of your party is to recover the staff, so that the city of Llylgamyn may once again be protected against evil.

If you have the first NES game of the series, *Proving Grounds of the Mad Overlord*, then you already have a very good idea of what *KOD* has in store—otherwise, here is a brief rundown:

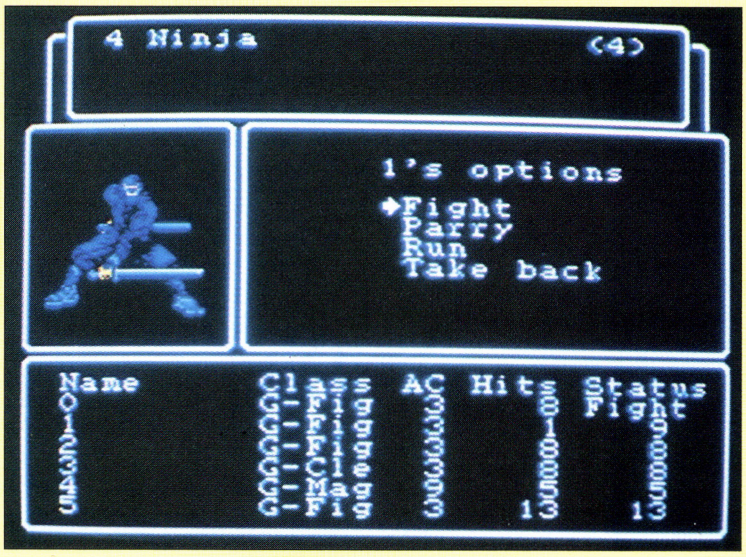
KOD is a D&D type of adventure, where you must create, equip and command several characters through several levels of gridlike passageways. This process includes choosing one of five races (human, elf, dwarf, gnome or hobbit), an alignment for the character (good, neutral or evil) and a profession. There are eight possible classes for your characters to choose from, depending upon their stats. A fighter, mage, cleric, thief, wizard, samurai, lord or ninja may make up a member of your party, although not necessarily from the start.

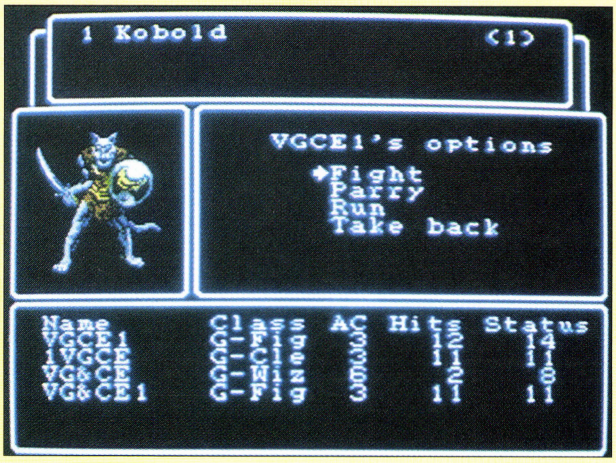
There are several areas inside the town to aid in adventuring. At the training grounds, you may create the characters you use and determine their stats and profession. At Gilgamesh's tavern, all of the players that you have created wait to be assembled into a fighting party of six. Once your group is assembled, you may visit Boltac's Trading Post, where weapons, armor, scrolls, potions and other special items may be purchased. Once you have gotten a taste of battle, a stop at the Adventurers Inn will allow your characters to recover hit points and go up levels, if they have gained enough experience. The Temple of Cant is where deceased characters may be resurrected—not a guaranteed procedure, and the price is often high.

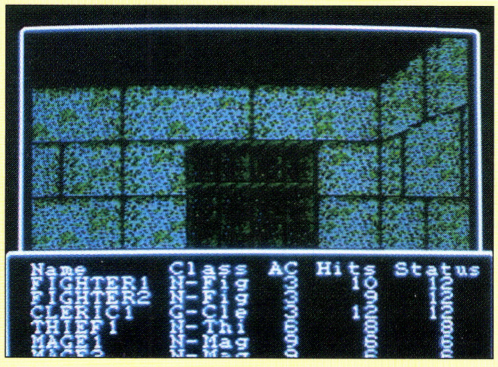
When your party is ready for battle, a trip to the edge of town leads you to the maze itself. When inside the maze, your view is from a 3-D vantage, with the walls and floors of the maze stretching away before you. The maze contains six floors of a 20 x 20 grid with pits and hidden warp zones that move your party to another part of the maze, so mapping is a wise move.

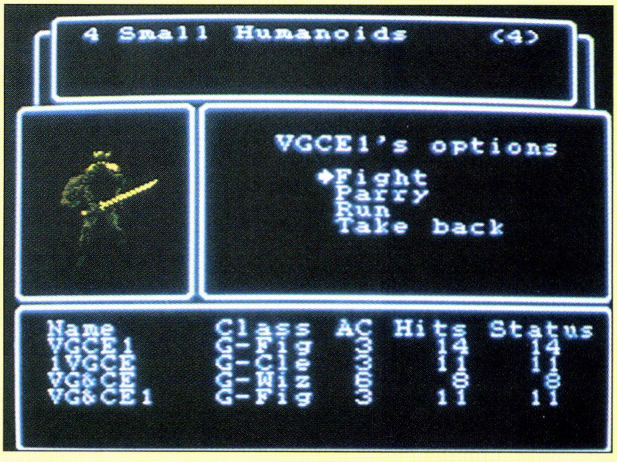
Monsters will appear both randomly and in set locations, and when they are defeated they reward players with experience, gold and, at times, special items such as weapons or armor. There are many weapons and items to choose from, some of which may only be used by certain professions. Mages and clerics are limited in their weapons, but with 24 spells available to the mage, including the dreaded tiltowait (similar in effect to a nuclear explosion), and 29 spells for the cleric, they are far from defenseless.

All action within the game is controlled inside a windowing system similar to some computer systems, which allows all

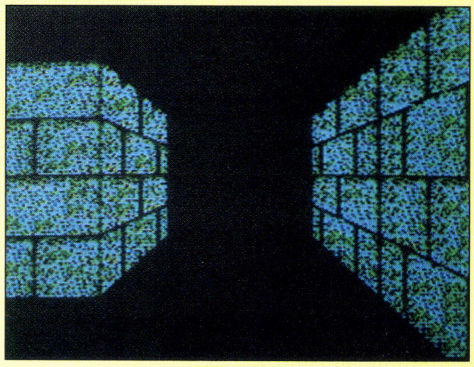








***Wizardry II: Knight of Diamonds* is the second of the series to make the move to the NES from the computer arena.**



commands to be easily and quickly implemented. A battery backup is provided, so several characters and parties may be saved; different players may have a game in progress at the same time, if needed.

This game isn't a graphic powerhouse, as the majority of the time the only graphics seen are the walls of the maze, but the monsters that appear in an attack window during battle are decently rendered. Music and sound effects are the same as in the first, I believe, but are still adequate.

The *Wizardry* games require patience in establishing and nursing along characters in the early stages, but the reward is a highly addictive and enjoyable game. Extensive documentation clearly explains all aspects of the game, so, although recommended for older players, even inexperienced players should make progress with some practice. Although similar in appearances to the first *Wizardry*, the different objectives this time around still make for a great game.

—Brent Walker

Ascii
366A Lakeside Drive
Foster City, CA 94404
(415) 570-6200

Warrior of Rome II

BIGNET

For the Sega Genesis ($69.99)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Your enquiring reviewer would love to know why any game would voluntarily call itself *Warrior of Rome II*, and thus connect itself with the botched original (which was released in a form too buggy to be playworthy). Whatever the reason, I hope the first game doesn't reflect too poorly on the sequel, because *WOR II* is actually a pretty heavyweight war game that has a lot going for it.

Once more, the player marches a mile in the sandals of Julius Caesar, Emperor of Rome. The manual relates a brief tale of intrigue: Caesar is not a favorite with his own Senate buddies, so the government clandestinely enlists the help of the Pompeiian army to defeat Caesar during a foray to Asia. There are three modes: a one-player mode vs. the computer on any one of 20 increasingly complicated maps, a two-player, head-to-head mode, and, when you're tired of "practicing," the full campaign mode—15 maps worth against the computer. This last is enough to truly test the mettle of all armchair Caesars.

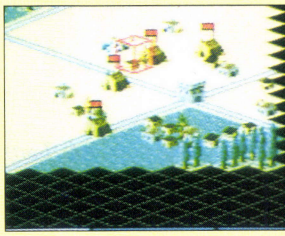


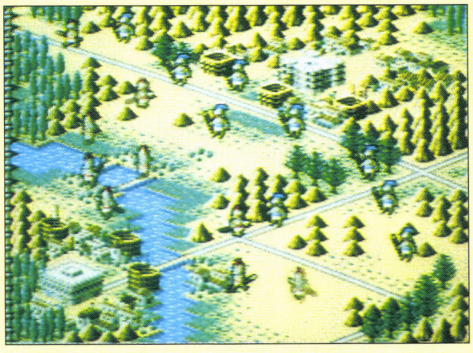


The first and most striking feature of *WOR II* is the interface, a sophisticated windowing system. Almost every window feature that computer users associate with the term is intact: windows (and there are dozens of 'em) can be resized, closed, layered, repositioned and scrolled through with a sidebar. But the windows aren't all that makes this game user-friendly: The two-game battery backup is a pleasure; there are five different difficulty levels, game speeds, scroll rates, cursor speeds and so on. This may well be the most user-friendly Genesis game yet.

Battles are waged in real time. There's no taking turns and not much time to spend studying the playfield (though this is possible by slowing down or pausing the game). Each battle consists of both sides simultaneously giving commands: having their troops erect fortresses, training arenas and shipyards, or having them move, attack or reorganize. When a troop perishes, you see a little angel waft its way to heaven, and the angel's halo is









color-keyed to the side on which the troop was fighting. The playfields, which vary in size and complexity, are viewed from an angle above, similar to the view in *Populous* except without the shifting elevations. The ratio of land-to-water varies as well, and the more water there is, the more complicated a game it can become, since shipbuilding takes more time and manpower and requires greater planning skills.



There are only a couple of quibbles worth mentioning: The more heated the scenario, the slower this game works, particularly when scrolling (which slows down the game and the music). While the slowdowns aren't debilitating, they are annoying. The other caveat is that, apart from the lack of artillery, there is little uniquely Roman about this game or its strategic elements.

The music is noteworthy; every map has its own musical theme, and, while there's a sameness about them, they're very well-done (particularly the rhythm tracks) and seem fuller and more highly orchestrated than most other Genesis carts. Sound effects are convincing but few. The graphics run the gamut: The crude figures representing the troops look poor, and the icons used in the windows are tiny, but the landscapes and buildings are nicely detailed.

Warrior of Rome II may be the best Genesis war game to date. It is as sophisticated as many computer war games, and the interface is definitely superior. Battles can take minutes or hours, and, with all of the adjustability, both novice and experienced war gamers will be able to find a level of challenge that suits them. Now, if we could just do something about that name....

—Josh Mandel

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Lagoon

SEIKA

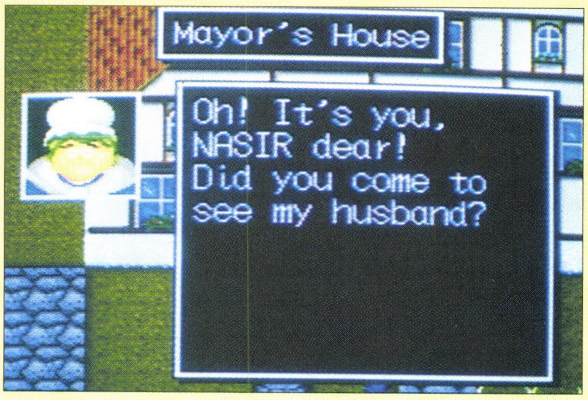
For the Super NES ($64.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Living in a medieval time is tough enough, without having to put up with demons and other evil baddies. That's what the people in Lakeland have to say, anyway. They're none too pleased with recent events, including the fouling of their water supply and the kidnapping of important town citizens. What's to be done? That's up to you, Nasir, the heroic adventurer, to figure out. You must find and kill the culprits, returning peace (and good water!) to the land. Welcome to *Lagoon*, a new role-playing game and heroic fantasy-adventure from Seika.



In this adventure, you'll explore such locations as Gold Cave, a strange labyrinth infested with nasty creatures; Elf Field, an outdoor scene buzzing with killer bugs; Voloh, an elf town; and Philips Castle, a stronghold guarded by evil knights. While all the scenes are well drawn, the graphics are not up to the Super NES's full potential.

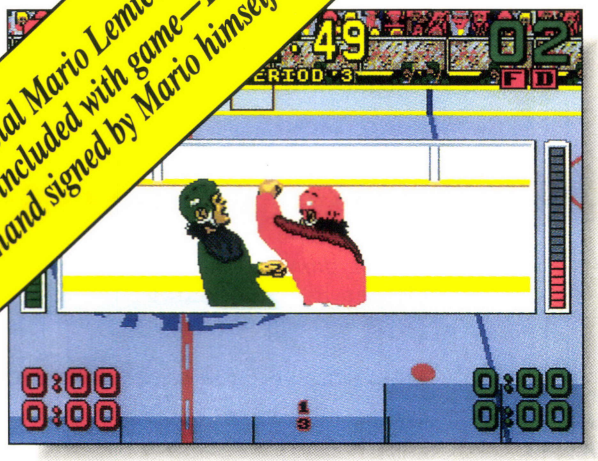


During your travels, you must do much fighting in order to build up your experience. The fighting and adventuring are well balanced, though, so that, by the time you get to the next location in your quest, you're strong enough to complete it. Some creatures you'll battle include killer bees, giant beetles, skeletons, knights, hooded torturers and sundry other blobs and crawly things.



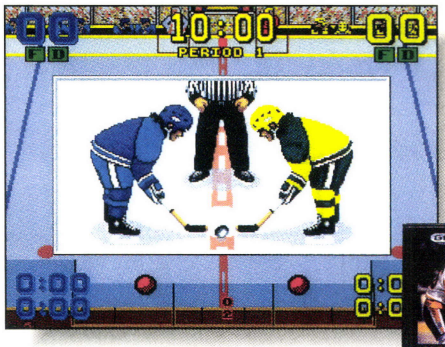
While it is a playable enough game, *Lagoon* adds little to the RPG genre, being a clone inspired by a long line of similar games. As with most videogame RPGs, game play consists of finding a town, talking to the residents, learning about the next step of the quest and setting off to complete that step. Over the course of the game, you fight monsters in order to earn experience points and gather gold. The more experience you have, the

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tougher you are to kill. Gold, of course, is used to buy weapons, armor and other types of supplies.

Game control is smooth and rarely interrupted by your having to switch to other screens to choose items or weapons. For example, although you can use healing potions, your strength automatically returns if you stay still and rest for a few moments. Of course, staying still is tough when salivating monsters are closing in from all sides. Choose your snoozing places carefully!

As with most RPGs, you must earn money in order to buy supplies, including weapons, armor, potions and other adventuring items. Your choices, however, are limited. With weapons and armor, for example, usually only one type is available at a time. Some people may not think of this as a limitation, because it excuses them from having to experiment with different forms of armor and weapons, trying to find the combination that's most effective for their purposes. Other players—those who like a rich world filled with myriad alternatives—may find that the limited weapons and armor detract from the game's depth.

As with the weapons and armor, your exploring is also limited. Much like a level-oriented video game, only one area at a time is accessible. This is radically different from full-fledged RPGs. In *Ultima*, for example, you can explore many areas at once. It's up to you to decide which location will best further your quest. Because of *Lagoon*'s linear design, the game seems more appropriate for novice adventurers who may not have well-developed exploring skills.

If the last RPG you played left you feeling as though you'd trodden those pathways before, *Lagoon* is unlikely to rekindle your adventuring flame. However, if videogame RPGs are unfamiliar territory (or if you like the standard fare enough to sit through more of the same), *Lagoon* is a fine game that offers many exotic places to explore and hordes of nasty creatures to kill. *Someone* has to do something about that terrible water!

—C.W.

Seika
20000 Mariner Ave., Suite 100
Torrance, CA 90503
(310) 373-0404

Xardion

ASMIK

For the Super NES ($64.95)

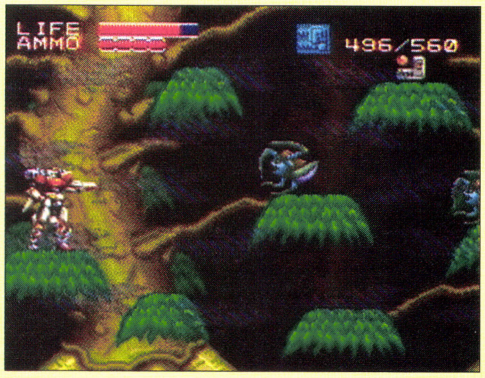
SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

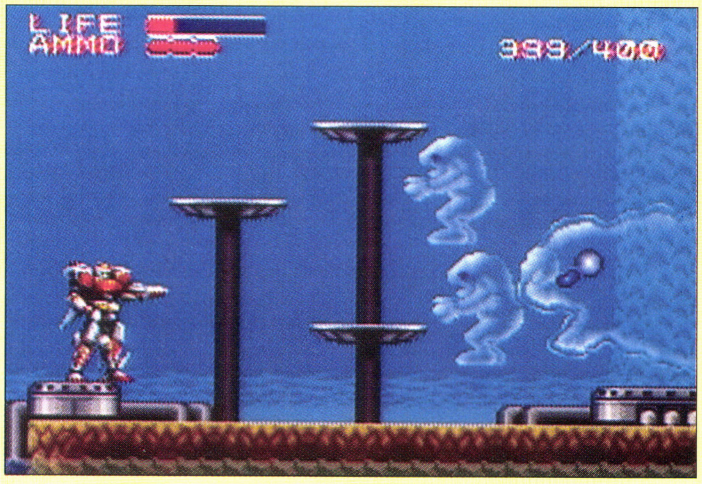
Xardion is a tough game to categorize; it lies in the twilight zone somewhere between platform and role-playing games. As with platform games, you control hyperactive characters who leap deftly from here to there, avoiding traps and destroying anything that twitches. But, like a role-playing game, the characters increase in endurance, learn new skills and improve their weaponry as the game progresses. If you've played *Valis III* or *Shadow Blaster*, you probably get an idea of how things work—but *Xardion* is more complicated and high-tech.

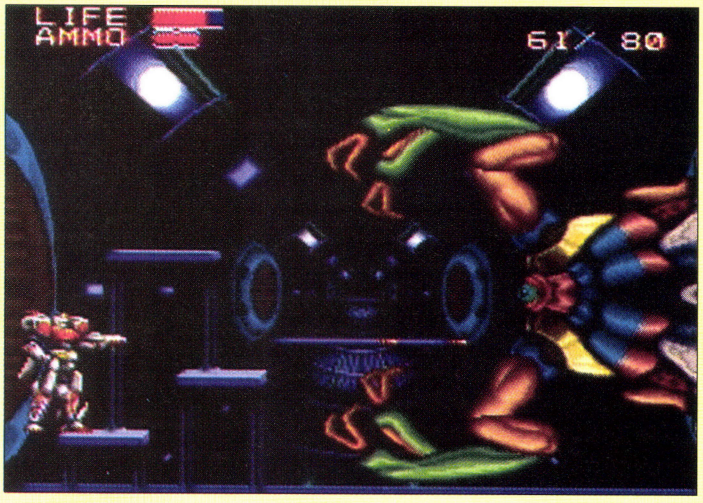
The overall mission is the familiar destroy-the-enemy-power-source scenario; the power source is located on a distant planet. Getting to this planet requires your party of three to visit each of their home planets first, then board a spaceship to the fourth planet. Backtracking is required to complete the mission; fortunately, a map system and a battery backup make this busy itinerary move quickly and smoothly.

Each of your three characters is a robot, with its own life and ammo gauges on-screen continually. The lines are depleted by contact with enemies and weapon usage, and refilled by finding the right items (or dying and starting over). Only one character appears under your control at once, and each has a completely different set of weapons and abilities. They can all jump and shoot basic weapons, but each can also use up to four unique skills/weapons. There's a pool of shared equipment: extra ammo, extra life,

Asmik's *Xardion* is fun, visually appealing and technically sophisticated.

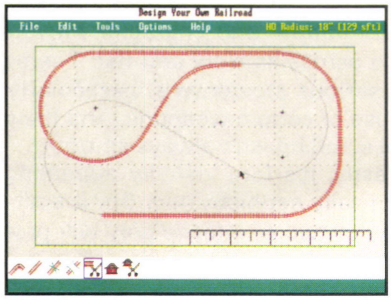




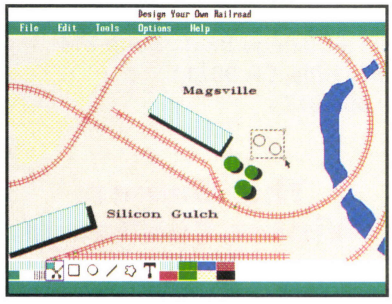


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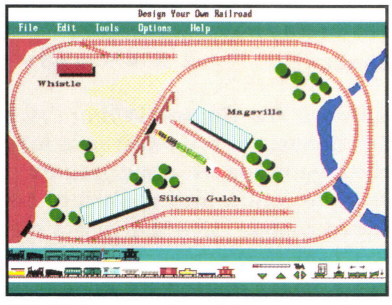
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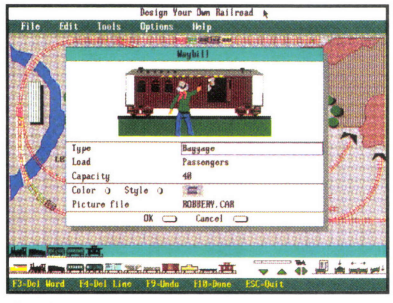
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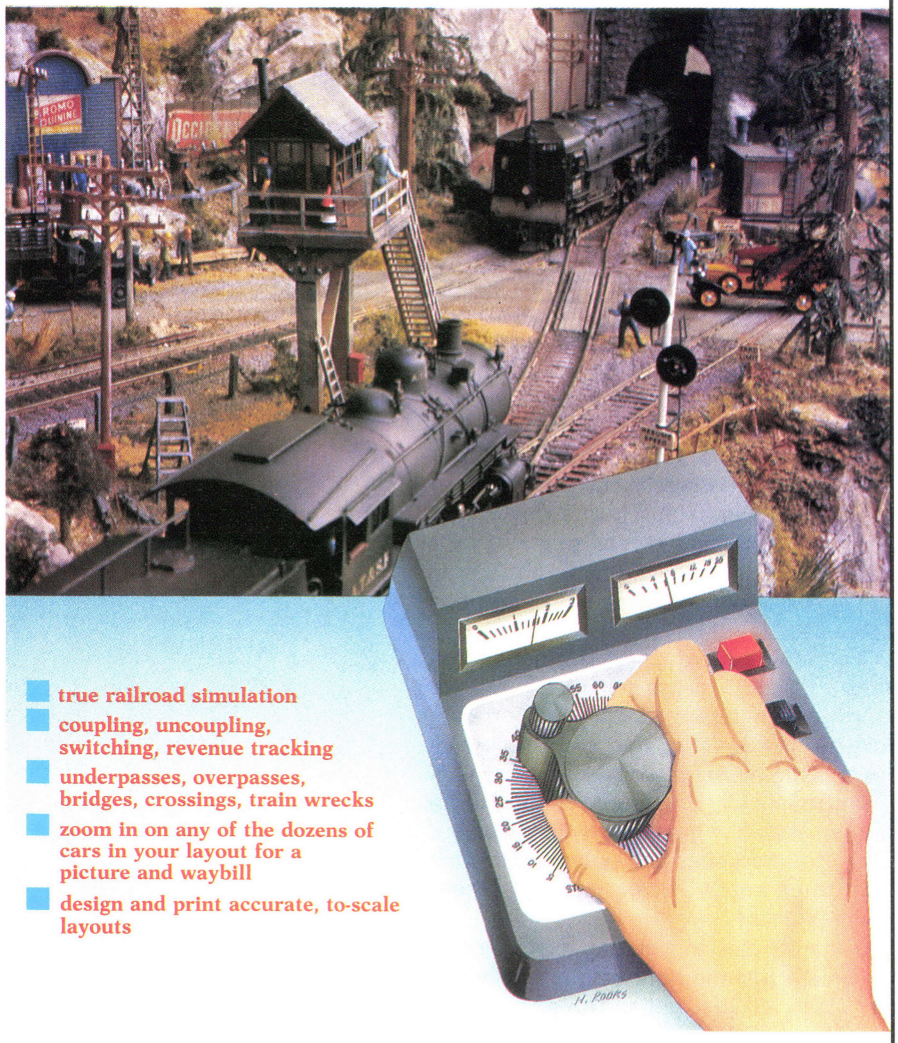
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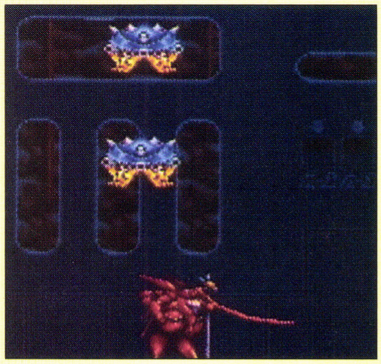
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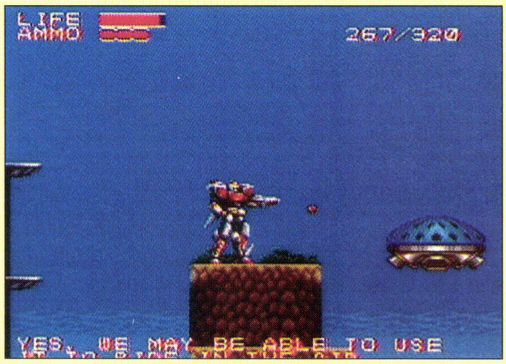
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– Larry Puckett
Model Railroading,
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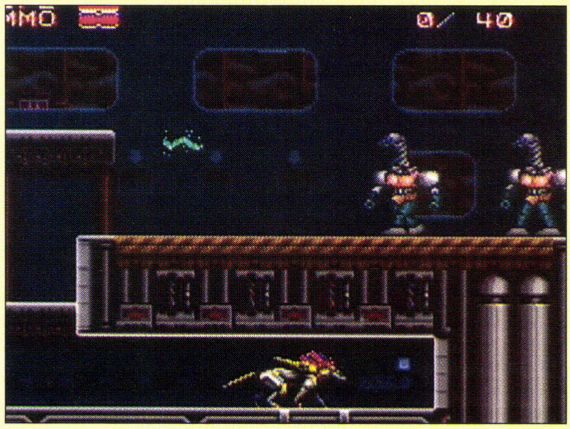
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missiles, time bombs and more, but to deal successfully with most of the hazards, you'll just have to figure out which special skill to use when. The wide variety of strategic options is unusual for a platform-style game and definitely makes for a more engrossing experience. There's a menuing system to put this all into place, and it takes a bit of getting used to. Every button on the controller except the left button has its own use.

The planets have great settings; there are two different areas per planet (above ground and beneath), each with intricate backgrounds at least two graphic levels "deep." One planet is largely water; one is a Lilliputian city; one underground area features *Alien*-like graphics with masses of fleshy protuberances and pulsating organs with human heads woven into the intestinal villi. Yumm!

The game rates an eight for addictiveness. Each area is just the right length to produce that "Okay, I'll just get to the end of *this* level, then I'll quit" phenomenon. Needed objects seemed frustratingly hard to find at times, but they're there; it's just a matter of being thorough when exploring each area.

Trying to make sure that the characters develop their abilities sufficiently adds an extra layer of complexity to this sort of game, which is usually shallow and straightforward. There are puzzles and a couple of surprising plot twists, which is also better than one typically expects.

Xardion isn't without its minor flaws. The text, awkwardly written in the prerelease version I reviewed, can't be skipped and at times scrolls too slowly and at other times too quickly. There's also little diversity to the music.

While the backgrounds and some special effects are very impressive, the movement seems a bit on the sluggish side. Bosses and other objects tend to have little animation, and character movements come across as slow and flat. There are a few serious slowdowns, particularly during use of certain weapons. And the multilevel scrolling isn't always smooth.

Lastly, it's fun, visually appealing and technically sophisticated. But it ain't long. A day or two of intense play will probably do it for dedicated gamers. But, hey, I'd rather have a game that leaves me wanting more than a game that makes me wish it would end.

—J.M.

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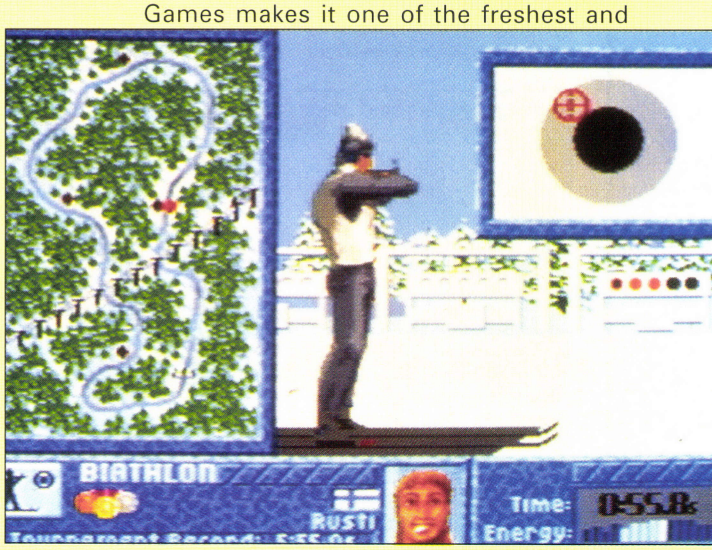
The Games: Winter Challenge

BALLISTIC

For the Sega Genesis ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Ballistic's *The Games: Winter Challenge* for the Genesis is the latest in a long line of multievent sports video games. Computer-style icons and a battery-backed password system give this one a state-of-the-art feel that's also reflected in the game's subject matter: Its appearance in the midst of the XVI Olympic Winter Games makes it one of the freshest and



In designing *Winter Challenge*, MindSpan Technologies has chosen to show each event from a pseudo-first-person view.







most timely video-game releases in recent memory. At least one of the featured events, the biathlon—a bizarre combination of skiing and target-shooting—is fairly obscure and was perhaps seen for the first time by some average couch potatoes last February.

I have always felt that the key to the appeal of games like *Track & Field* or *California Games* is the variety of different events they present; it's like you are getting five or six games (or eight in this case) for the price of one.

MindSpan Technologies doesn't necessarily agree with this line of thinking. In designing *Winter Challenge*, it has chosen to show each event from basically the same perspective, a pseudo-first-person view from directly behind each participant. There is quite a bit of variety from one event to the next—speed skating is probably the most distinctive of all the winter sports included—but they all make use of the same polygon-fill comin'-right-at-ya graphics. And that's good, because what the game is really trying to do is show you how it feels to actually take part in the Winter Olympics. This isn't an exercise to challenge your gaming skills (although you can certainly look at it that way)—it's really a test to see if you would enjoy bobsledding down a frozen trench at 75 miles per hour, or slicing your skis through acres of newly fallen snow, or launching yourself through the brisk, winter air as you sail down the ramp in the ski jump.

After checking out all the events—you can train in each one before you participate in the full-fledged tournament—I know I'd enjoy downhill skiing and the giant slalom, but I'm not too sure about the bobsled or luge. The movements of the characters and backgrounds are very realistic, but the screen just doesn't update quickly enough to deliver a convincing simulation of these faster-paced sports, often providing the mistaken illusion that the player is flying through the trench in reverse.

Though cross-country skiing sounded like the least interesting of the bunch, I was fascinated by it because I found it easier to "lose myself" in than any other event. The digitized sound effects are nicely done throughout the game, teaming with the tunes to provide a good-sounding, atmospheric exercise in tension and release. And it's always nice to see an Olympic-style game that doesn't rely entirely on the player's ability to manipulate the controller as fast as humanly possible. (Check out Interplay's *Track Meet* on the Game Boy for the ultimate in high-speed button pushing; it'll leave you physically drained *and* thoroughly entertained.)

No, *The Games: Winter Challenge* won't tax your reflexes too much, but you'll need good judgment and careful timing in order to earn as many gold medals as possible. It could be argued that the Genesis isn't quite capable of generating this game's sophisticated graphics as quickly and as cleanly as many would like, but that didn't stop MindSpan from delivering a decent interpretation of the events that made Albertville, France, the focus of attention for sports fans across the globe this winter.

—Chris Bieniek

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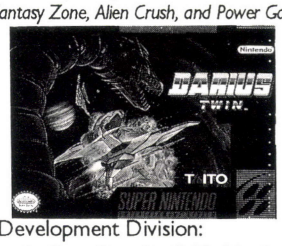
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The Quest for

PART ONE

A PLAYER'S GUIDE TO YS III

BY CLAYTON WALNUM

Our hero, Adol, sure leads an action-packed life. No sooner does he finish one dangerous quest than he's plunged into another. This time, he has a mine to clear out, people to rescue and many mysterious statues to gather. Where has the mayor of Sarina disappeared to? Is Roy really dead? Is Chester friend or foe? All these questions and more will be answered in the adventures you're about to begin.

ILLUSTRATION BY MIKE CRESSY

the Statues

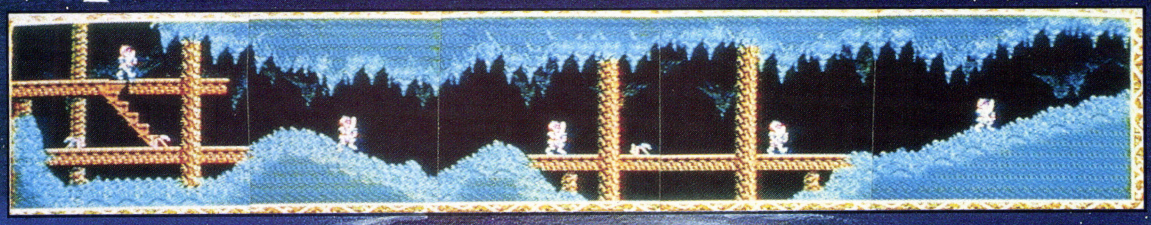


WARNING:
The following photo strategy reveals many of the secrets of *Ys III: Wanderers From Ys*. We suggest that you attempt to play the game on your own before reading the material that follows. Much of the fun of role-playing games is discovering the secrets. If you read our hints and clues first, you may ruin the game's many surprises.

You start off in the town of Sarina. Talk to everyone here, and make sure you buy supplies before you leave. A group of people near the town's exit will tell you about your first quest.



After equipping yourself in Sarina, venture forth to the Tigre Mine. Here, you'll fight killer bees and other creatures.





In the second section of the mine, you must do some jumping and climbing.



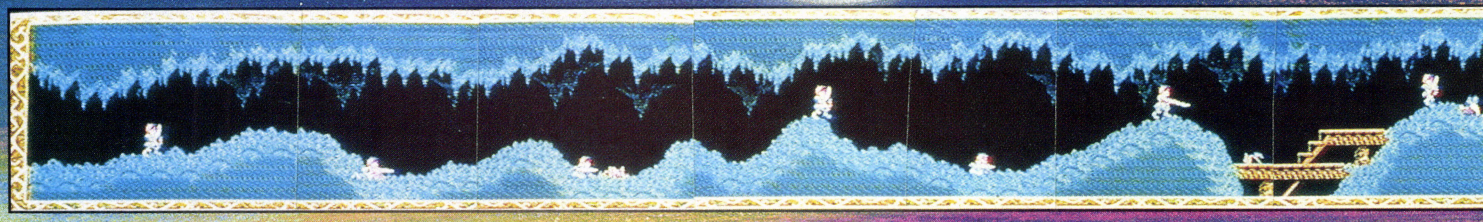
If you haven't built your level up high enough, the enemies here can be quite devastating.



Time your jumps carefully, so you don't run into a monster when you land.



At the bottom of this section, you can go right or left, but...





In the chest, you'll find Roy's pendant. I bet Roy's grandmother would love to have it back.



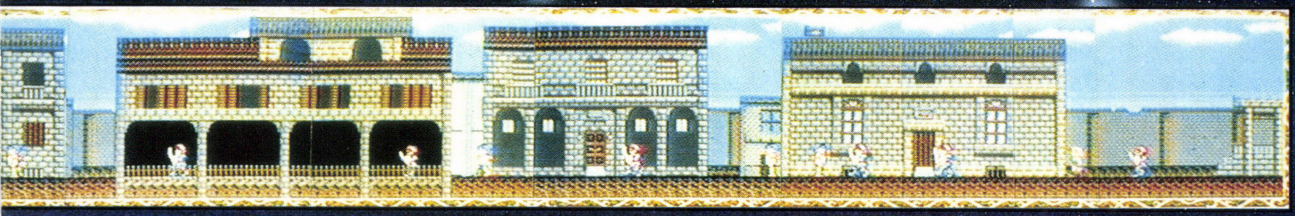
Follow the stairs down to where you'll get a first look at one of your major foes. After your enemy leaves, talk to the man who stays behind.



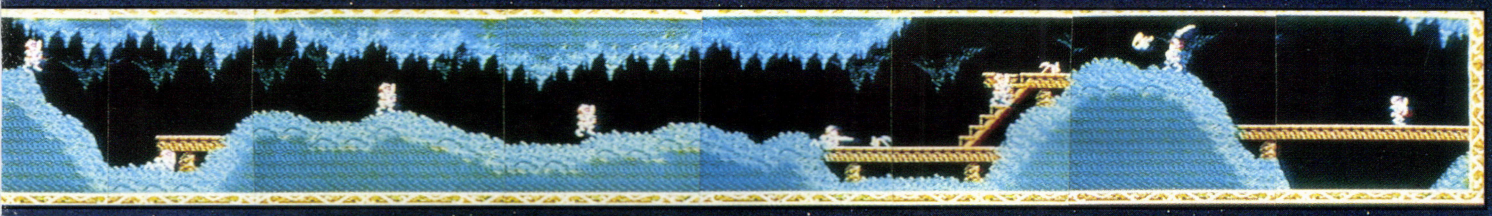
The man will give you a storehouse key and tell you where you can get a powerful sword.



Before looking for the new sword, though, you should probably return Roy's pendant to his grandmother.



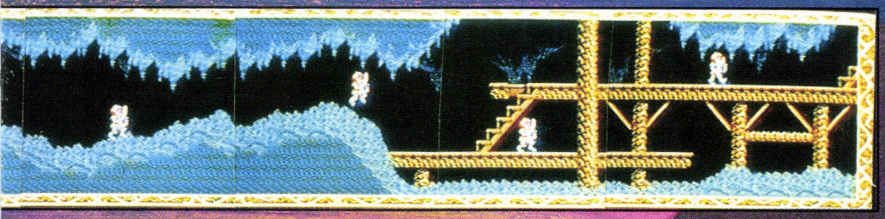
In the first section of the mines, practice your swordsmanship and build up your strength.



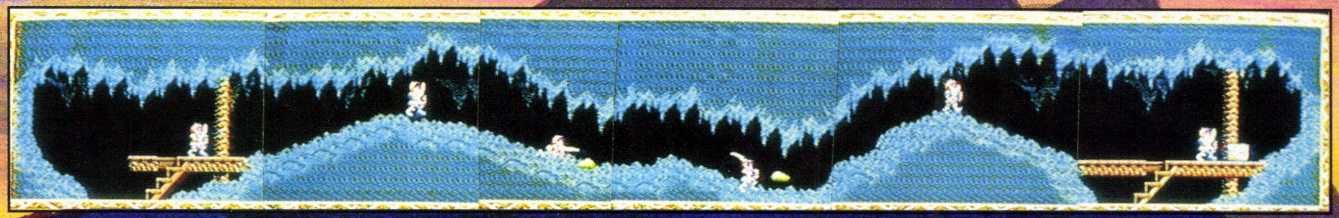


...you can't yet get through the door to the left, so...

...you should travel to the right, down this monster-infested cave. When you reach the end, take the stairs up.



At the top of the stairs is another cave, this one leading to a treasure chest.





Roy's grandmother will be so grateful that she'll give you a special prize: the Shield Ring.



Now go back to Tigre Mine and climb this wall.



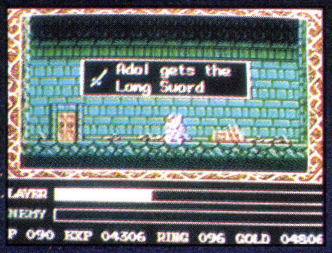
At the top of the wall, you'll find this entrance.



The entrance leads to this room, beyond which...



...lies your first major battle. Use your rings to give you extra power, and make sure you have a healing herb ready. If you have a hard time beating this boss, you probably need to raise your level a little more.



After the battle, you'll get the Long Sword, a truly magnificent weapon. Don't forget to equip the sword. Otherwise, you can't use it.



Now that you have a good weapon, return to the lower-right cave and follow it through to this waterfall.



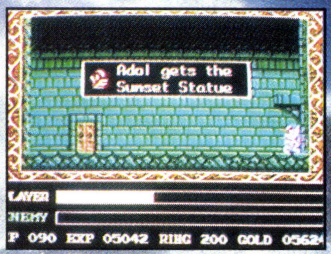
Fall down the waterfall...



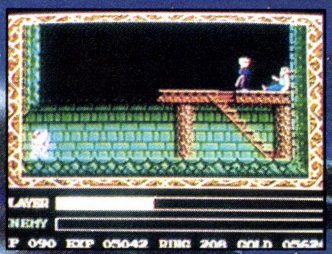
The stairs lead to this secret room.



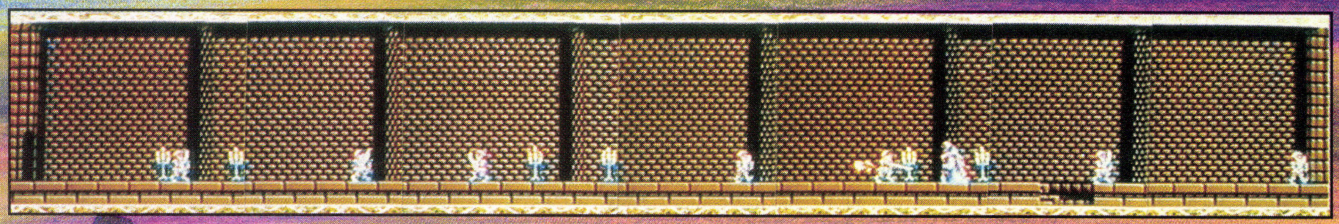
Beyond the door, you'll fight another major foe. Again, use your rings and have a healing herb ready to swallow. As soon as you enter the room, run beneath the enemy's platform and stab upward with the Long Sword.



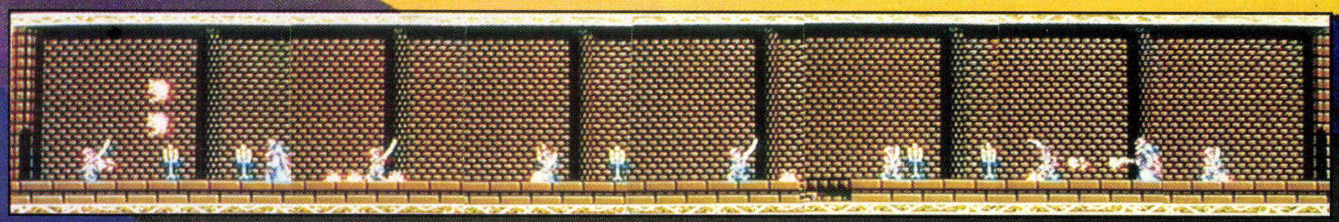
After winning the battle, you'll get the first of the mysterious statues, the Sunset Statue.



Now that you've got the statue, it's time to find Mayor Grady, hidden away in this room. Don't let his captor scare you away. He's not so tough.



In Alcaino, you must find your way through the corridors of this castle. To avoid taking damage from the magicians, jump up when they shoot, so their fireballs pass safely beneath you.

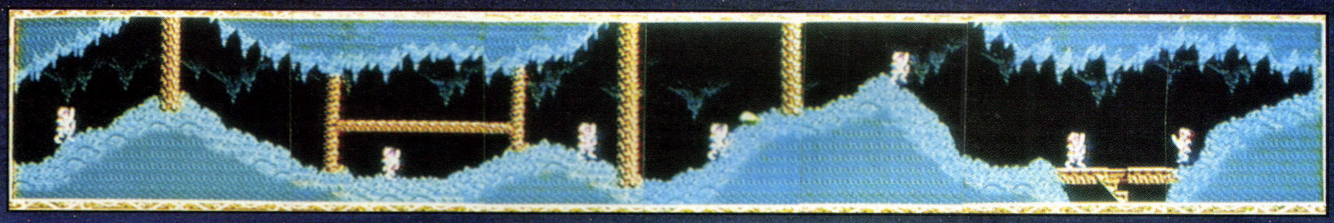


Don't miss the stairway in this corridor. It leads to a valuable prize.



...until you reach the bottom.

Near the bottom, you'll find this cave. Fight your way through to the stairs.



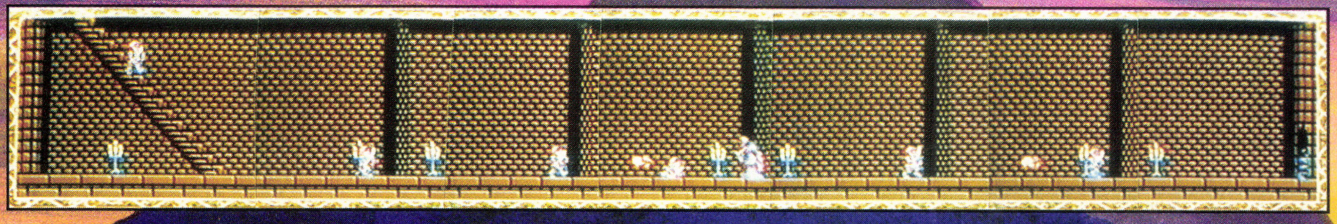


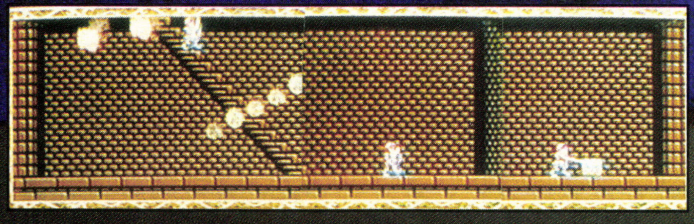
After you rescue Mayor Grady, Sarina's gatekeeper will give you a message from Dogi.



Go see Dogi at the inn. He and Elena have an interesting tale to tell. They'll also give you your next quest. Now you must find Pierre in Alcaino.

In addition to the magicians, you must also fight flying fire demons.





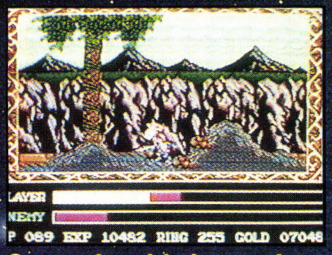
At the bottom of the stairs, you'll find this room.



In the treasure chest, you'll find the Small Shield. Remember to equip the shield after you get it.



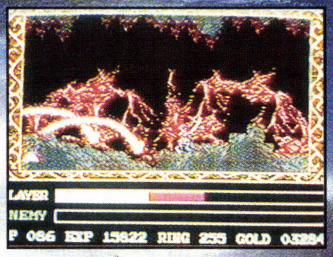
After the first part of the castle, you'll find this dangerous area.



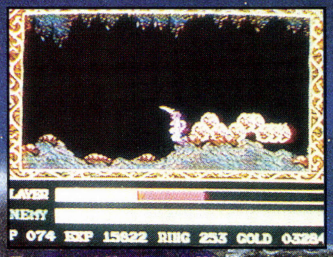
Swooping birds are just one type of creature you'll have to fight here.



In one cave, you'll find a healing herb growing on the wall. The herb grows back, so every time you use it, you can get another.



You'll run into some strange things in the lava caves. Make sure you stay ahead of these lava streaks!



Eventually, you'll find the fire dragon. To hurt him, you must hit him in the head. As always, if you find him hard to beat, go back and build up your level. Then try again. Remember to have a healing herb ready, and to use your rings.



At the top of the stairs, you'll find Elena waiting for you.



But when you hear someone coming, you and Elena must hide. From behind the door, you hear a revealing conversation.



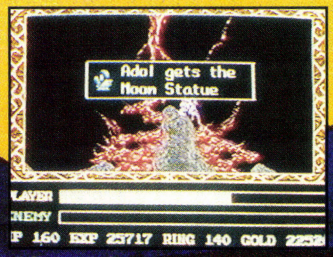
In the room with Elena, you must find this secret doorway.



It's a huge dragon!



To beat the dragon, stand on this high rock, so you can reach him with your sword.



After defeating the dragon, you'll get the Moon Statue.



Finally, you'll find this room and overhear a strange conversation.



Unfortunately, you'll get caught eavesdropping. The guards will grab you, take you to this lava pit and toss you in.



After your fall, you'll wind up in this lava tunnel. You can't get far going to the right, so travel to the left.



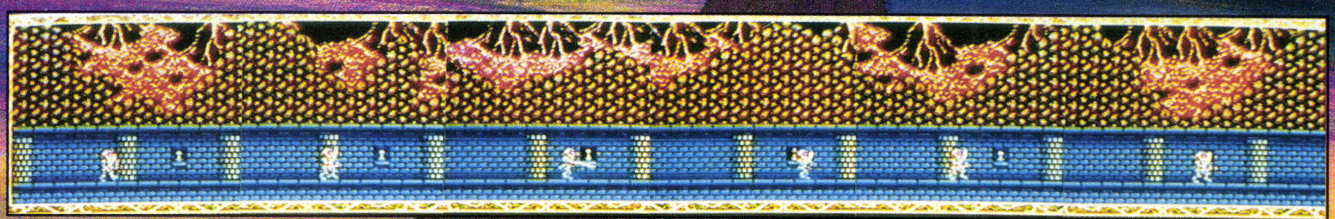
After beating the dragon, you'll get the stone idol.



Take the stone idol to this lava lake, and the lava will solidify, letting you cross to the other side.



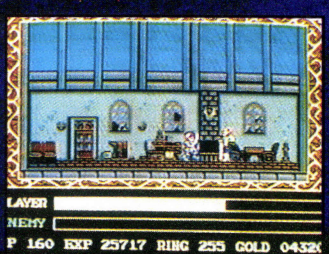
Take these stairs up and out of the lava caves.



This secret passage will lead you to danger.



By now, Chester is getting upset with all your interference with his plans. But, luckily, Elena will talk him into leaving you alone.



Now, it's back to Sarina, where you must talk to Mayor Grady. He'll tell you about your next quest.



Mayor Grady will also give you the Time Ring. Next month, we will continue with the quest beyond the locked door inside the Tigre Mine.

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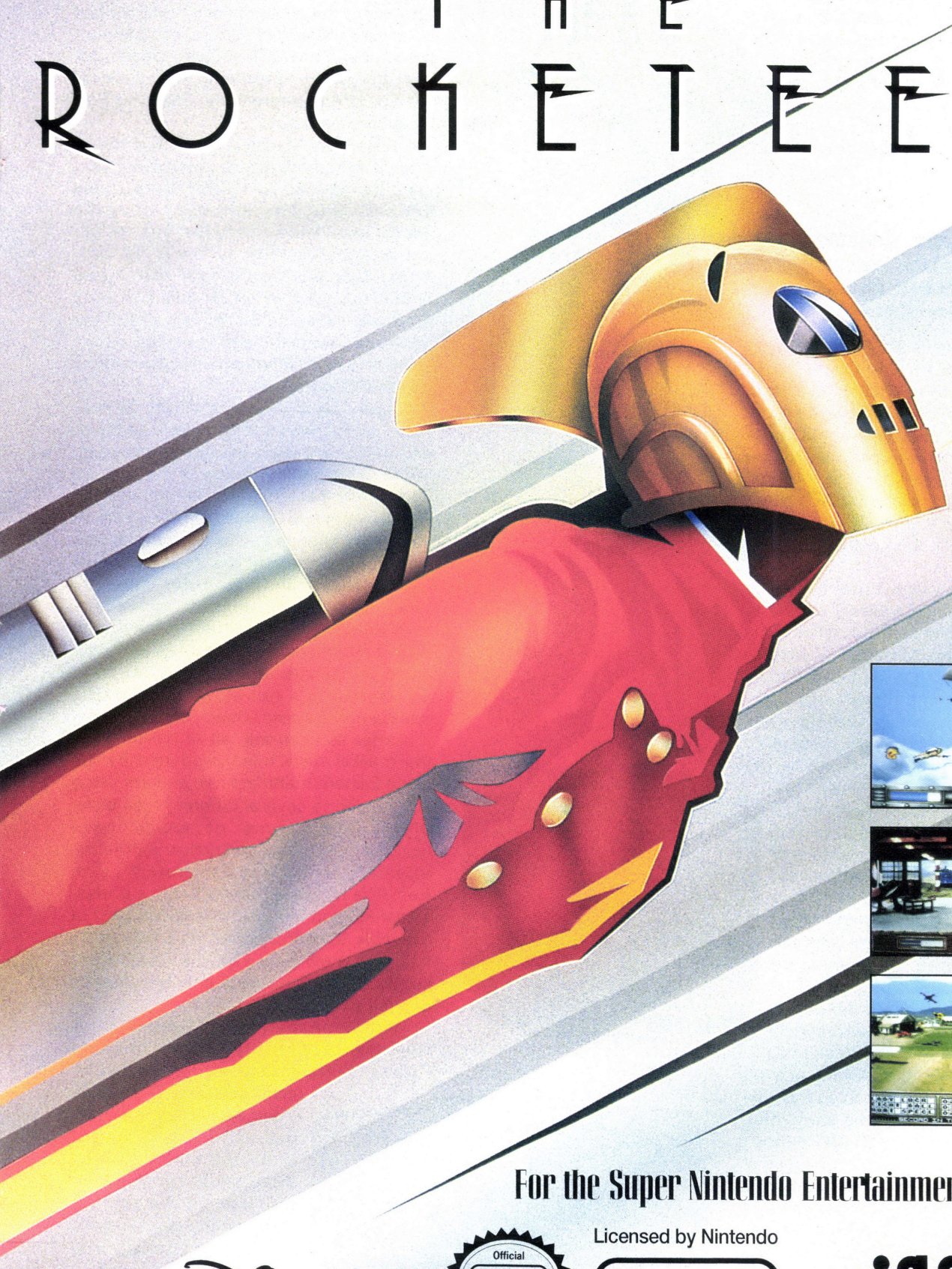
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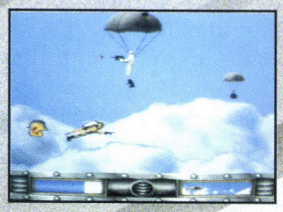
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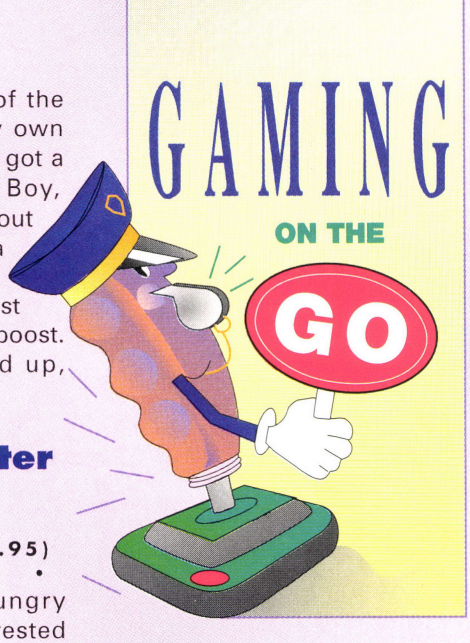
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CIRCLE #123 ON READER SERVICE CARD.

GAMING ON THE GO



BY
CHRIS BIENIEK

Welcome back to the land of the handhelds—VG&CE's very own "portable paradise." We've got a fresh batch of fascinating Game Boy, Game Gear and Lynx stuff to check out this month—but first, let's take a close look at a very special piece of hardware, one that gives the youngest of these three systems a significant boost. Hope your batteries are charged up, 'cause here we go....

Master Gear Converter

(AVAILABLE FROM VARIOUS MAIL-ORDER DISTRIBUTORS)
For the Sega Game Gear ($49.95)

Whether you're a software-hungry Game Gear owner or just an interested observer waiting to see what the future holds for Sega's color portable, you probably have a lot of questions about those mysterious ads that have been appearing in VG&CE during the past few months. What the heck is the Master Gear? Who's the manufacturer? Is it really possible to play Sega Master System software on the Game Gear?

Well, now that I've been able to get my hands on one of these babies, I can try to address some of those inquiries. This thing really works! Almost any Master System title, from *Action Fighter* to *Zillion*, can be plugged in and played anywhere. The unit itself is extremely well-designed and constructed of a dark gray plastic that matches the color and strength of the Game Gear housing perfectly. It slides neatly into the main system's cartridge slot and firmly attaches itself to the unit by way of a spring-loaded knob that screws into the threaded socket located on the lower back of the Game Gear. With the device "piggybacked" this way, Master System cartridges can be popped right into the opening on top of the Master Gear.

I can't say enough about the design of this peripheral. It adds surprisingly little to the bulk of the Game Gear, and it doesn't interfere with the player's grip on the base system in any way. Even the little fastener knob is made of the same blue plastic as the Game Gear's **START** button.

Of course, the unit's attractiveness is secondary to its real purpose. Inside the Master Gear is a simple ribbon cable that does nothing more than switch the pin configuration of Master System software to match the inputs of the Game Gear cartridge slot. There are several different Master System titles that won't work with this setup for obvious reasons: Sega's low-memory "card" titles and the Sega-Scope 3-D games require the Master System's card slot; Light Phaser games are also out of the question; and there are isolated cases where certain games may not be compatible with the Game Gear's display hardware—problems with *Lord of the Sword* and (regrettably) *Phantasy Star* have been reported.

I tested the Master Gear with a mixed bag of Master System cartridges that were handpicked by VG&CE editor Andy Eddy for this very purpose. All of the games looked and played just fine, including such classic titles as *The Ninja*, *Slap Shot*, *Alex Kidd in Shinobi World*, and *Golvellius—Valley of Doom*. The only drawback seems to be the tiny size of the text used in most titles—the small screen tends to smear letters and numbers into a rainbow-colored blur.

Regarding the source of the Master Gear...well, with all of the cloak-and-dagger stuff that's been going on in the cut-throat video-game industry of the '90s, it's no surprise that a number of different people have stepped forward to take credit for its design. Though I've taken them all with a grain of salt, one of the most believable tales comes from mail-order company Video Game Excitement. Its representatives reportedly spent much of the Winter CES in negotiation with a variety of video-game companies, all of whom have taken an interest in a full-blown, nationwide release of the Master Gear.

As far as I can tell, all of the units on the market have been produced by the same Eastern manufacturer, and are being wholesaled to several different mail-order distributors, some of which have designed their own distinctive packaging. VG&CE's review copy (pictured) came from The Ultimate Game Club in a professional-looking box, and it includes a list of available Master System titles that really lets you know how vast the Game Gear software library has suddenly become—in one fell swoop.

With so many Master System titles available, usually at low prices, I have to give the Master Gear my highest recommendation. Any of the mail-order versions are acceptable, and don't be surprised if, by the time you read these words, there's a Master Gear on the shelf of your favorite store bearing the name of a certain well-known game company.

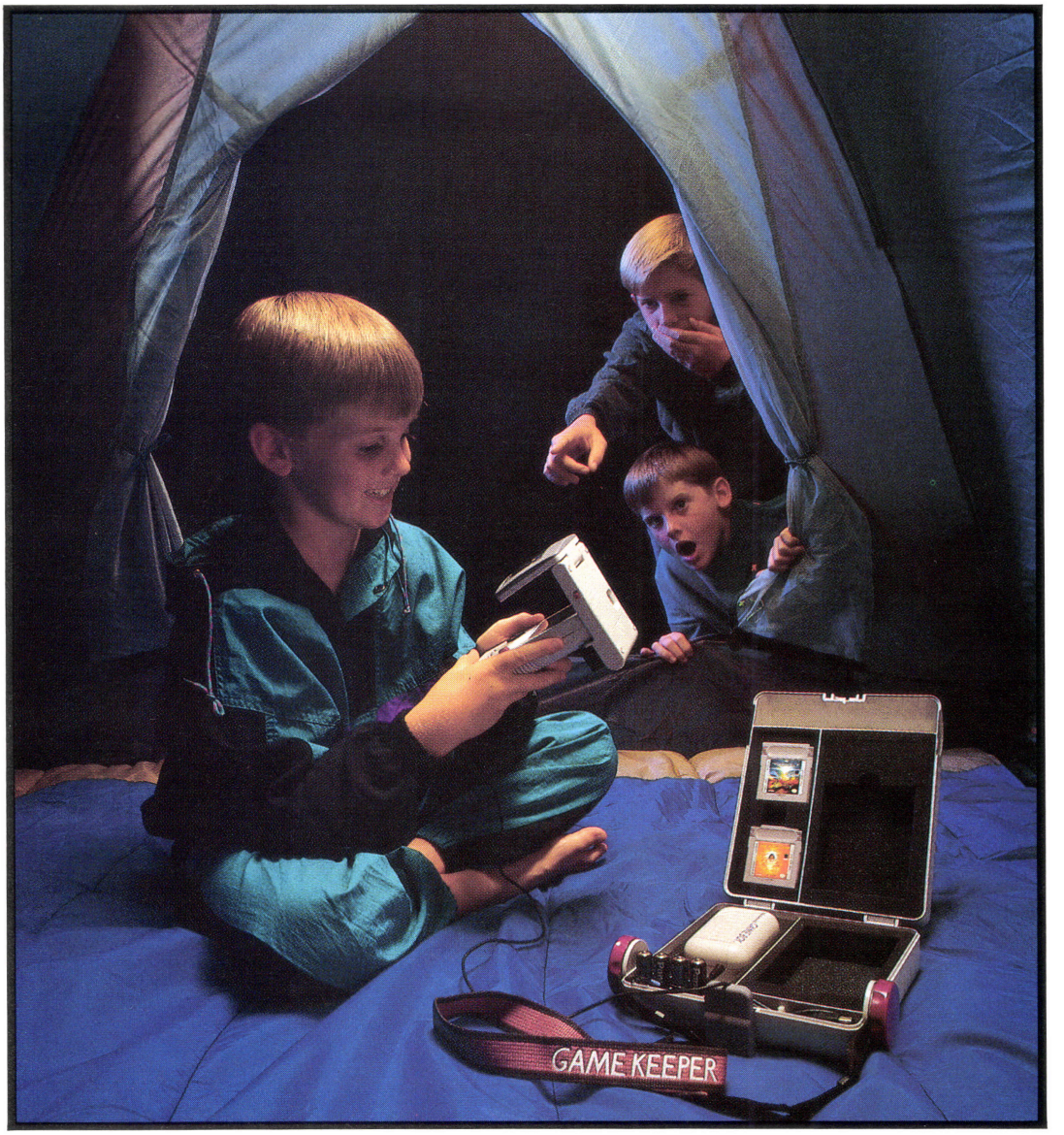
Perhaps the most significant aspect of the Master Gear is that it proves what we've suspected all along—the Game

The Master Gear converter will allow Game Gear users to have access to the Master System game library.





Light Boy is Bound to Attract Attention



The campfire has died and the marshmellows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.



The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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Light Boy™ is a trademark of Nintendo of America licensed exclusively to Vic Tokai Inc.
Vic Tokai Inc., 22904 Lockness Ave., Torrance, CA 90501.

CIRCLE #124 ON READER SERVICE CARD.

Gear is, essentially, a portable Master System. Which leads me to another series of questions: Why has Sega gone out of its way to hide this fact? The Master System, in its heyday, was comparable to the NES—it was the most serious contender to the NES' market dominance, and it met or exceeded most of that system's technical capabilities. If we were talking about a portable NES here, it'd be a huge story! Why not acknowledge the connection?

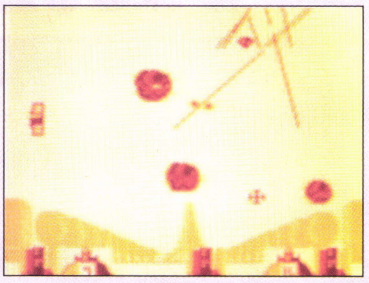
It's interesting to note that Sega's silence has somehow led to the common misconception that the Game Gear is a 16-bit system—no kidding, I've met people who think it's a portable *Genesis*. It could be that the confusion has been cultivated purposely, but, if that were the case, I'd expect to see other peripherals that might add fuel to the fire. For example, it wouldn't take much for Sega to alter the cartridge slot of the Power Base Converter to create a peripheral that would let you plug Game Gear cartridges into the Genesis.

It looks like the saga of the Master Gear is barely under way.

The Ultimate Game Club
1491 Boston Post Road
Old Saybrook, CT 06475
(203) 388-6741

Video Game Excitement
136 W. 32nd St.
New York, NY 10032
(212) 222-5584





Accolade introduces the old arcade classic *Missile Command* to the Game Boy.

Missile Command

ACCOLADE

For the Nintendo Game Boy ($24.95)

SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Now *this* is a treat. Anybody who lived through the first wave of video-game hysteria should be intimately familiar with *Missile Command*. I have fond memories of two different versions of this game: the coin-op machine and the home version that appeared on the Atari 2600.

If you're not familiar with the name, let's recap: You're armed with two antimissile silos in the midst of a series of skyscrapers lined up at the bottom of the screen. All at once, bombs and missiles start to fall slowly from the sky, and you're responsible for shooting them down before they reach the ground. With a moving gun sight to help you aim, you fire at the attacking missiles, causing an explosive cloud to appear and slowly dissipate at the exact spot where the crosshairs were when you pressed the fire button. If an incoming missile, jet, satellite or smart bomb should run into that cloud, it'll be destroyed.

Considering that this title is unique in video-games history, I would have been perfectly satisfied with a no-frills clone of the original coin-op. Happily, the Game Boy version of *Missile Command* has been treated with as much respect as *Q*Bert for Game Boy* (reviewed last month). The addicting game play has been left intact, but the addition of background graphics representing different countries has given the game a whole new look.

If you're like me—that is, if you get all misty-eyed whenever you run across one of your old back issues of *Electronic Games* magazine—you're going to love the way Accolade, the Code Monkeys and the Game Boy have brought *Missile Command* into the '90s. And, if you're a rookie who has never heard of the game before, give it a try. Not only will you be treated to a video-game history lesson, but you'll also be endlessly entertained by one of the all-time classics of the gaming industry.

Accolade Inc.
550 S. Winchester Blvd.
San Jose, CA 95128
(408) 985-1700

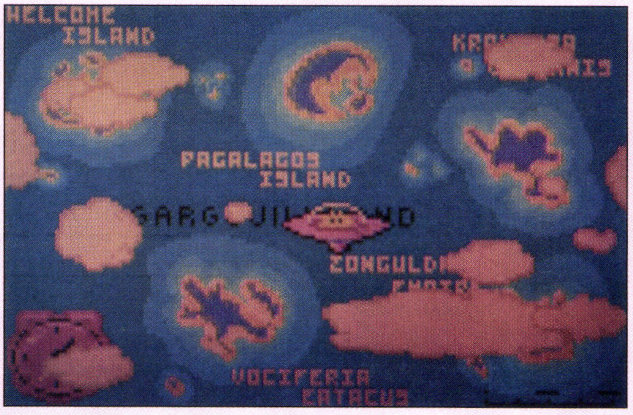
Super Skweek

ATARI

For the Atari Lynx ($39.99)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

***Super Skweek* for the Lynx contains a whopping 250 levels of play.**



Eyeing Atari's latest release, I felt a wave of déjà vu wash over me. Haven't I seen this Loriciel action/puzzle contest before—recently? I have. It was called *Skweek* on the PC Engine, *Slider* on the Game Gear and now it's *Super Skweek* on the Lynx.

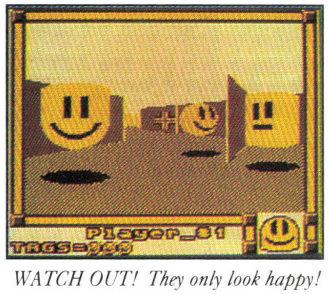
Just as *Slider*'s fuzzy hero traveled over blue tiles and painted them a pleasing shade of pink, so does Skweek. There are special tiles that crumble and disappear when touched, others that push your character in a particu-

Wipe the smile off this face!

(And maybe a few of your friends, too!)

1991 Game Boy Game of the Year
Game Player's Magazine
1991 Strategy Game of the Year
GamePro Magazine
Coming Soon for the Super NES!

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning — in first-person perspective, with 3D graphics and 360° maneuvering!



WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into!* FaceBall 2000 is a new virtual reality game. You don't just *see* your character, you *are* your character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!



More than four times the fun with the Four Player Adapter!



It pay$ to play together.

Don't miss your chance to get up to $5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

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CIRCLE #125 ON READER SERVICE CARD.

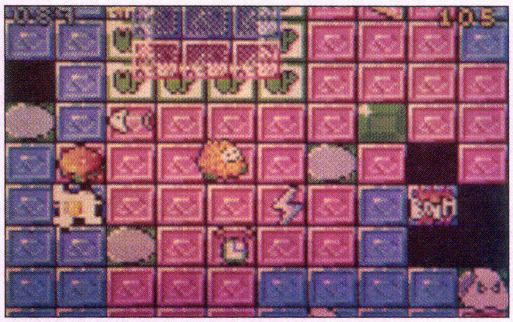
lar direction and "ice" tiles that don't allow you to stop. Skweek is armed with a gun to ward off the variety of strange creatures who stalk him, and there are plenty of power-up items that usually have very beneficial effects on Skweek or his weapon.

I've been waiting to see a title that would allow me to draw valid comparisons between the Lynx and the Game Gear. Though games like *Ninja Gaiden* have appeared on both systems, it's not really fair to compare the two because they are essentially different games that happen to share the same title and main characters. I thought that the arrival of *Super Skweek* would finally give me that chance, but it's still an apples-and-oranges argument.

On the surface, *Super Skweek* has the advantage over *Slider* in nearly every respect, but the majority of these differences are really due to the amount of extra work performed in bringing this entertaining game to Atari's portable system, *not* necessarily because of any hardware superiority. For example, *Super Skweek* has more power-up items, special transparent "platform" tiles that hover above the main playfield, weapons shops, a larger variety of enemies and a whopping 250 levels. And I thought that *Slider*'s 100 rounds were impressive!

Throw in a variety of two-player ComLynx options, a map screen, a special mode that presents the levels in random order, humorous intermissions and the occasional scaling effects, and the result is an irresistible game for all ages, not to mention one that really gives you your money's worth.

Atari Corporation
1196 Borregas Ave.
Sunnyvale, CA 94088-3427
(408) 745-2000



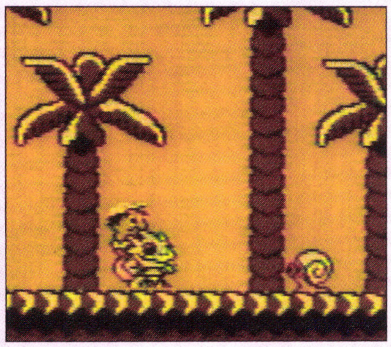
***Super Skweek* was released as *Slider* for the Game Gear and *Skweek* for the PC Engine.**

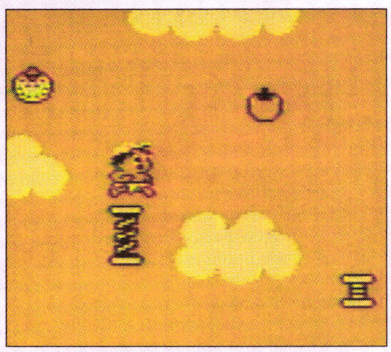
Adventure Island

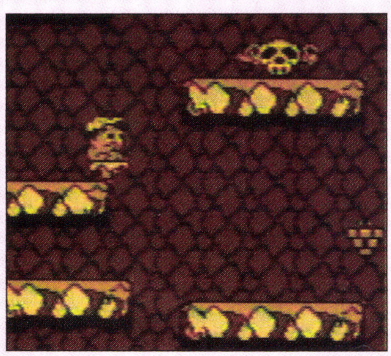
HUDSON SOFT
For the Nintendo Game Boy
($29.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

It took several years, but one of the most enjoyable *Super Mario* clones has finally made the jump from the NES to the portable gaming world. Hudson's *Adventure Island* features a chubby little Everyman named Master Higgins, whose path through the game's eight islands is littered with hundreds of bad guys, hidden rooms, warp zones and power-up items. I always got a chuckle out of the way Hudson included their corporate logo in many of their Nintendo-related titles as a bonus item—in this one, the "Hudson Bee" allows you to continue a game without losing your inventory of weapons and "dinosaur friends."







***Adventure Island* for the Game Boy offers many hours of escapist entertainment.**

I can't say that the game has any features that could be called original, but it does work quite well within the limitations of the genre, as well as those of the system it's played on. I did have a bit of trouble with the background graphics—I found myself adjusting the Game Boy's contrast control at the start of each island—but that isn't enough to keep me from giving *Adventure Island* the thumbs-up.

If anything, the charm of Master Higgins' quest harkens back to the days before kidnapped princesses were a dime a dozen, when each side-scrolling, run-and-jump game would be evaluated on the basis of its strengths and weaknesses, and not simply dismissed as "just another *guy game*."

For example: There's a bonus room at the end of each sublevel in which you must choose an egg from a spinning circle. The egg rewards you with point values that range from 50 to four figures. I don't know about you, but I haven't paid much attention to video-game point totals since the early '80s, when most games didn't *have* endings, and earning a place on the high-score table was the only way to measure your success.

In those days, *Adventure Island* would have been hailed as a revolutionary new game, and it's a shame that today's audience can't be expected to see it that way, because it really does offer many hours of enjoyable escapist entertainment.

Hudson Soft USA Inc.
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080
(415) 871-8895

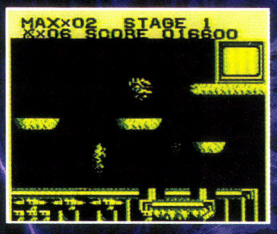
When is a kid's game *not* a kid's game? What do you get when you cross *Zelda II—The Adventure of Link* with *Legendary Axe*? Find out the answers to these and other important questions in next month's *Gaming on the Go*. Reader feedback to this column is always appreciated. Send your comments and suggestions to: VIDEOGAMES & COMPUTER ENTERTAINMENT, Attn: *Gaming on the Go*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

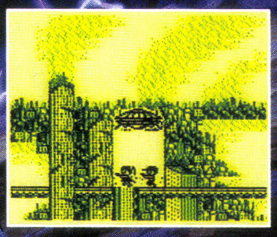
JETTISON TO THE PLANETS

THE ADVENTURES OF

STAR SAVER™

- Reach for the Stars
- Baffling Bungy Jumping
- Rockin' Robot Power
- Mega Metal Madness





Has your Mom or Dad ever made you dress-up in a suit? It's a total drag. You can't play. Can't move. Can't get dirty. Can't get comfortable. Can't have any fun. Can't, can't, can't! Well, you can change all of that. Try stepping into the Tom Wolf robot suit.

This thing can do some amazing stuff. It has an intense blaster gun that can rapid-fire triple shots if you're on the lookout for charge-up items. You can grab a jet-pack and jolt those nasty aliens from the air. You even become faster in this super suit. The most radical thing, however, is its incredible bungy cord life ropes. These super rubber-bands can pull you out of some tight squeezes. You only get a few of them though, so, don't stretch your luck!

Oh, by the way, you need to use this suit to save your girlfriend and the planet against this alien invasion. But, when you're havin' this much fun, that's just part of the game.

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CIRCLE #126 ON READER SERVICE CARD.

DESTINATION ARCADIA

BY DONN NAUERT

It all started over 50 years ago, when *The New Yorker* ran cartoon drawings of *The Addams Family* by Charles Addams. From there, a television show in the '60s crept into the hearts of millions, and, in fact, still does through syndicated reruns on stations all across the country. With the release of the movie version last fall, this family seemed to be a natural for the video-game manufacturers to at least take a look at it. And they did more than look. There are currently video-game adaptations for the Game Boy, NES, Super NES and TG-CD. And, with the addition of Williams Bally/Midway's new pinball for the arcades, the *Addams Family* total is now five.

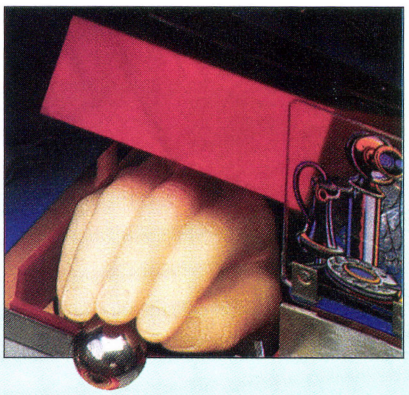
As in the movie, the goal in *The Addams Family* pinball is to find the way into the family vault and steal all of the jewels, which can be accomplished by spelling out "GREED" and making a difficult skill shot into the vault itself. But the similarities to the film don't stop there. If you've seen the movie, you'll recognize such things as the Mamushka, the Seance, Fester's Tunnel Hunt and Raise the Dead, which have been incorporated into bonus scoring points in the game; the revolving bookcase, treasure vault, swamp, graveyard, electric chair and train wrecks have also been set into the game as skill shots, thumper bumpers, target banks and ramps.





Members of *The Addams Family* pinball design team pose for a photo with celebrities Rick Dees (top) and Hammer (above).

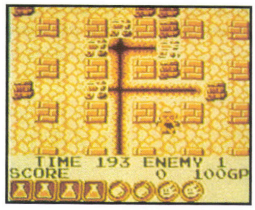
Part of Williams' success is due to its pinball design team (lead designer Pat Lawlor, codesigner and programmer Larry DeMar, artist John Youssi, master sound man Chris Granner, programmer Mike Boon, mechanical engineer John Krutsch and dot matrix display Scott Slomiany) having access to the movie script and other items, such as photos and film footage. They were even lucky enough to get Raul Julia, who played Gomez, into a soundstage to do some sound bits for the pinball. This helped them be as true to the movie as possible. Certain words were exclusive to the pinball game and weren't lines in the movie, such as "extra ball." Also, the design team did have to alter some of the movie's dialogue to accommodate the pinball. For example, when Gomez hits a golf ball through the window of his neighbor's house and the neighbor attempts to throw it back, Gomez yells, "Keep the ball; I have a bucket full." This line is used when you get multiball. And when Thing appears to take your ball away, Gomez responds by saying, "That's the spirit Thing. Way to lend a hand."

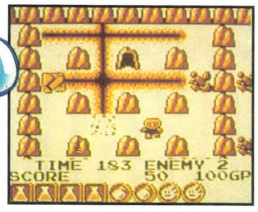


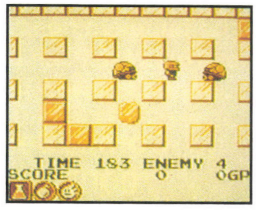
This brings us to three of the most innovative concepts in pinball today. The first is contained in the red box at the top-right corner of the playfield. After hitting the required targets, you can set yourself up for multiball by sending the ball into the kicker on the top-right. At this point, Thing will appear and take your ball away, saving it until you get multiball. The second feature, called "Thing Flips," naturally, also involves Thing. Using a special artificial intelligence system, the game learns to accurately shoot the ball from the top-left flipper automatically during a special mode. And the third innovation is the optical target bank that guards the revolving bookcase. When the ball passes over the openings, a hit is registered. Other features include three ramps, two tunnel shots (the electric chair and swamp), five bumpers that make up the graveyard, and the revolving bookcase. Hitting the bookcase five times and spelling "GREED" will cause it to slide to one side, exposing a skill shot that is the treasure vault. Some of the game's smaller points, which the average player might not get to see, are things such as what occurs when you go through all of the rooms in the mansion and what happens if you score one billion points. Once you see all 12 rooms of the mansion, the question mark at the top will light up. A successful shot into the electric chair will reveal that it's a tour of the mansion, and it will give you scores (big points!) for half of

The Nuke Kid on the Block!









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If you'd like more information on how these systems operate and how to sign up, give them a call and tell them VIDEOGAMES & COMPUTER ENTERTAINMENT sent you!

CompuServe: 800-848-8990
GEnie: 800-638-9636
DELPHI: 800-695-4005
Prodigy: 800-822-6922 x556
MCI Mail: 800-444-6245

the rooms in the mansion. If you happen to score one billion points, don't worry, even though the score display does flip back to zero; you can still claim the high score. (I included this tidbit of information only because I know of a few players who could do this and a few more who could come close.)

When it comes to dot matrix displays, I can't think of another company that has done as well as Williams, and *The Addams Family* is certainly no exception. Along with 13 individual displays for each of the rooms in the mansion, there are also displays for the train wrecks, where two trains go hurling into each other for a five-million-point bonus; for Thing, when he takes your ball away and dances across the screen; and for Cousin It, hopping and ducking pinballs as they try to knock him over. And let's not forget multiball. When you get multiball, it's truly S-H-O-W-T-I-M-E, as every light, bell and whistle sounds off.

After all is said and done, *The Addams Family* follows in line with the great pinball hits Williams has been cranking out lately. Hats off to you all: Pat, Larry, John, Chris, Mike, John and Scott. Great job guys!

One of the most-asked questions we hear from players is, "Why do all of the games have to cost so much?" That's the question we posed to Pat and Chris at Williams Bally/Midway. Outside of the obvious, new technology driving up the cost for operators, they did bring up a few good and new





Left: The Hammer is too legit to quit playing *The Addams Family* pinball.

points. Not too long ago, a pinball was made by a single person. Nowadays, there can be one person specializing in a single concept of the machine. This lets each person concentrate on his or her area, making it the best aspect of the machine it can be. This is evident in the pinball getting more complicated and involved in recent years. And, while the cost of playing a game in the U.S. has gone up, it's nothing compared to the costs in other countries. The average play for a pinball in the U.S. is 33¢ (three plays for $1), while the same pinball would cost approximately 60¢ in Germany, $1.80 in England, 75¢ in Australia and 80¢ in Japan. (All prices in U.S. currency.) With play for video slightly higher (50¢ a play), the same results occur across the board. So maybe we don't have it so rough after all.

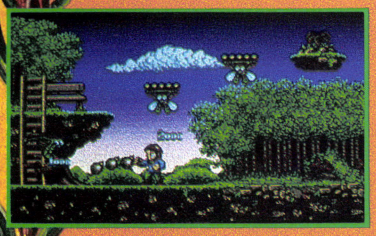
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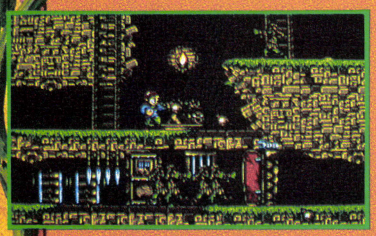
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Screen shots shown are from the Amiga version of the game.

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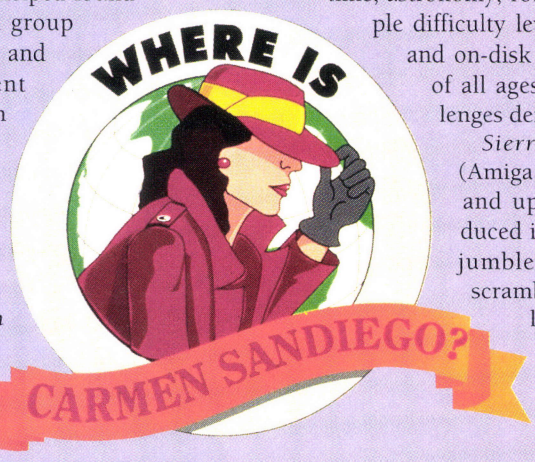
by Joyce Worley

The introduction of a new line of teaching games by Sierra On-Line, prior to the holiday season of 1991, evidenced just how far the movement toward this form of software publishing has come since the first age of educational games. This giant of entertainment making a multimillion-dollar investment in home educational software is a definite indication that the market has strengthened.

Not that Sierra is a novice in the educational market. In fact, Sierra won the first-ever Arkie Award for Educational Games, given by *Electronic Games Magazine* way back in the early '80s for *Learning With Leeper*, a multigame learning program for the very young. Since that time, the company's most popular program for prereaders, *Mixed Up Mother Goose*, (Amiga, Atari ST and IBM PC) charmed children and their parents with its gentle nursery rhymes, beautiful graphics and point-and-click (no reading/no typing) interface.

The history of home educational software is a mixture of accomplishment of high concept and disappointing (if not outright disastrous) sales returns. The first commercially successful home tutorial was *My First Alphabet*, written by Fernando Herrera to help his own son learn the alphabet. It won a prize, and it was published by Atari Exchange. (The prize money helped found First Star, a publishing house/development group that made its mark with both entertainment and educational products.) Many entertainment companies in the early 1980s saw this branch of publishing as an open door to future successes. Unfortunately, sales were usually disappointing, and most of the entertainment giants abandoned the educational market to publishers that had strong school distribution channels.

Brøderbund's *Where in the World Is Carmen Sandiego?* was the breakthrough product that made everyone take a second look at education. Carmen made her first heist in 1985. Since that debut—including the subsequent games *Where in the U.S....* (1986), *Where in Europe...* (1988), *Where in Time...* (1989), *Where in the World: Deluxe Edition...* (1990) and the most recent *Where in America's Past...* (1991)—Carmen has sold over two million units and taught untold numbers of kids (and their families) geography, history and the art of using a reference book.



The formula for success was masking the teaching in intriguing game play—in this case, the player is a sleuth trying to catch Carmen and her gang of thieves, using tidbits of information to track her down.

During the late '80s, most educational products were slated for schools, instead of the home. But the potential for profit demonstrated by the *Carmen* series couldn't be ignored, and the home educational market is now in full blossom again.

Sierra's new line of educational products is sophisticated and slick (as is expected from this bastion of high quality) and unabashedly aimed at the home learner. The graphics rival the company's entertainment products; the games also boast sound effects and music. The line premiered with *Castle of Dr. Brain* (Amiga, Atari ST, IBM PC and Macintosh), which casts the gamer (age 12 to adult) as Dr. Brain's lab assistant who must solve puzzles through experiments with time, astronomy, robotics, codes, logic and math. Multiple difficulty levels keep the game fresh for replay, and on-disk hints save frustration. Puzzle lovers of all ages will be intrigued by this; its challenges defy age barriers.

Sierra On-Line's Mixed-Up Fairy Tales (Amiga, IBM PC and Macintosh, ages seven and up) builds on the game-mode introduced in *Mixed-Up Mother Goose*. The game jumbles up stories for the player to unscramble. The graphics surpass even that lovely earlier program; this is a real treat. While players sort the stories, they practice and improve their reading skills in a well-illustrated, animated, fairy tale world.

Sierra's *EcoQuest: The Search for Cetus* (Amiga, IBM PC and Macintosh, ages eight and up) focuses attention on the ecological battle to save undersea denizens. In this case, the protagonist and his dolphin companion star in an adventure that centers its puzzles around environmental issues. The hand-painted graphics are stunning, and the underwater creatures are animated with personality and humor, with voices that make their plight more real to the player. The story is



The Conestoga wagons that carried settlers across the midwestern plains during this period were usually pulled by oxen.

Brøderbund's *Where in America's Past Is Carmen Sandiego?* has sold over two million units.



Mickey's Memory Challenge (IBM PC) accommodates ages five and up, and has a wide variety of skill levels. It helps sharpen memory skills through matching words, objects or Disney characters. A strategic element makes the game more than just an exercise by using wild cards for automatic matches and bomb cards that make the opposing player lose a turn.

Entertaining computer "toys" are both useful and fun. Disney's print kits (*Mickey & Minnie's Fun Time Print Kit*, the *Dick Tracy Print Kit* and, most recently, the *Beauty and the Beast Print Kit*) all provide lots of activities. The lessons are subtle: Kids gain skills while using these programs, and also get the fun of making nifty items they can actually use.





Top and above: Sierra On-Line's *Castle of Dr. Brain* and *Mixed-Up Mother Goose*.
Right: Sierra's *EcoQuest: The Search for Cetus*.

fantastic, dealing with the magical kingdom of Eluria, the search for the missing Whale King and ancient prophecies of doom and promise of salvation. The knowledge imparted through game play is real—genuine issues, careful portrayal of the undersea world and realistic problems and solutions. Yet the adventure is compelling and of interest to all ages.

A Commitment Toward Kids

Walt Disney Computer Software made a very strong commitment to home educational software, starting with the introduction of *Mickey's ABC's: A Day at the Fair*, *Mickey's 1-2-3's: The Big Surprise Party* and *Mickey's Colors & Shapes: The Dazzling Magic Show* (IBM PC, ages two to five) a little more than a year ago, and following with more exquisitely illustrated learning entertainments. It's no surprise that Disney products feature state-of-the-art cartoons, but they also have smooth action and lessons that are beautifully integrated with play routines. The company took no chances with its reputation for quality children's products: All programs reflect loving care and understanding of how kids like to have fun.

Disney augmented its smart-game line in 1991 with *Mickey's Crossword Puzzle Maker* (Apple and IBM PC) and *Mickey's Jigsaw Puzzle* (IBM PC), two programs that reinforce skills for children from kindergarten to third grade. The emphasis is on spelling and vocabulary, but the fun comes from the very solid play value. The jigsaw game contains 15 different puzzles that animate when completed. The player or parent chooses the number of pieces (from four to 64) and their configuration (silhouette, puzzle-shaped or square-shaped). The puzzle maker contains eight puzzles, but the real excitement comes from actually creating crossword games.

Budget-minded parents can choose *Goofy's Railway Express*, *Mickey's Runaway Zoo* or *Donald's Alphabet Chase* (Apple and IBM PC; $14.95 each). These early-learners focus on entertainment values, slick graphics and no-read interfaces that cloak their lessons behind their lovable tutors. *Donald's Alphabet Chase* teaches the alphabet by having the preschooler round up pets escaped from a toy box. *Mickey's Runaway Zoo* is a preschooler's number and counting tutorial that also uses a round-up-the-animals motif. *Goofy's Railway Express* has kids match colors and shapes as they travel through scenic backgrounds.

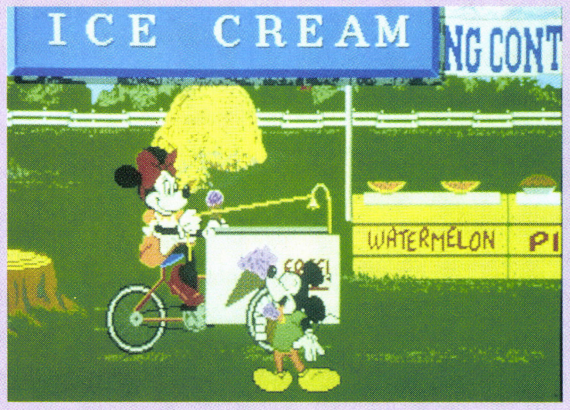
Disney Software recently bowed to parents' desire for ease of use by removing all copy protection from the preschool software. They'll even give free upgrades to replace earlier releases that contained the protection; customers can call (800) 688-1520 for information.

The Great Educators Have Some Fun

While the great entertainers are returning to home education, the great educators are also eyeing that lucrative marketplace. Such companies as Weekly Reader, The Learning Company, Compu-Teach, Britannica Software and Davidson & Associates are best known for games sold mostly to schools, but each has strong roots in entertainment. During the last year, these companies put even more emphasis on the fun quotient. As expected, the tutorial content is emphasized in programs from companies that depend on school sales.

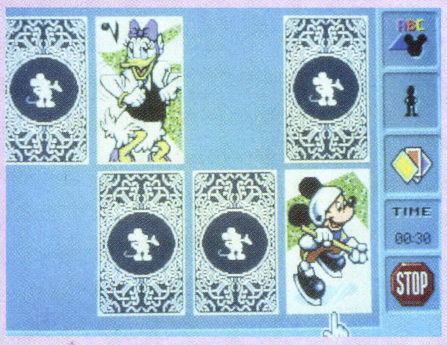
The Learning Company, aglow with the success of its outstanding *Reader Rabbit* game (IBM PC), has a sequel to that first child-pleaser, plus a trilogy of new titles squarely aimed at home





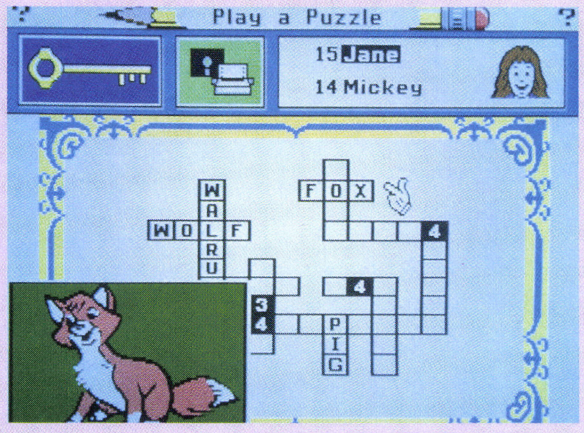
Disney's lineup (clockwise from top left): *Mickey's Jigsaw Puzzle, Mickey's ABC's: A Day at the Fair, Donald's Alphabet Chase, Mickey's Crossword Puzzle Maker, Dick Tracy Print Kit* and *Mickey's Memory Challenge* (center).







study. *Reader Rabbit 2* is for kids five to eight who'll learn to identify short and long vowels; match rhymes, opposites and homonyms; and build alphabetization skills, while taking a fantasy railroad trip with the bunny tutor. The world is animated and has sophisticated sound routines that enhance the experience.



Spellbound uses digitized sound and pretty graphics to enliven this spelling bee. A strong word game for ages seven to 12, it features practice activities before the contests and attractive reward screens for successfully winning the bee. It uses a database of over a thousand words and up to 3,000 additional words can be entered for customized lessons.

Operation Neptune (ages ten to adult) is an action-math game with an on-screen calculator and attractive underwater locations. Players are challenged to find data canisters while avoiding enemies, volcanic eruptions and dangerous currents. The canisters are sealed with secret codes that require mathematical solutions, as the player manipulates a mini-sub through the deeps.

Although the above games strongly emphasize tutorial values, the fourth Learning Company title is much more subtle in educational content, with stronger entertainment functions. *Ancient Empires* (ages ten to adult) helps increase decision making and strategic thinking abilities through exploration of a network of secret passages. The player hunts for missing artifacts hidden in underground chambers, and faces enemies, booby traps and puzzles that require creative thinking to overcome.

The well-known educator Compu-Teach has a program that seems destined for home users. *Destination: Mars* (Apple, IBM PC and Macintosh) sends students aged 11-17 on a well-conceived space mission. Once the player reaches that planet and lands the spacecraft, there are field experiments to complete and mineral deposits to mine. The science is realistic, and the adventure requires the learner to master a variety of skills. It uses real NASA space data, and includes information on astronomy, biology, chemistry, geology and physics.

Hi-Tech Expressions is no stranger to home educational products. The company has a long history in learning that started in the '80s with a strong line of *Sesame Street* games. That line continues to increase. This year's *Storybook Issue #1: Me Look for Cookie* lets players aged three to six create personalized stories with animations and comic-book styles. This one requires some reading; it's made for the parent to use with the child. Once the stories are completed, they can be printed out to be colored.

Hi-Tech also has a line of print-and-play products that help kids harness their creativity. The newest, *Super Mario Bros. Print World*, creates cards, masks, banners and more using the built-in *Super Mario Bros.* characters, decorative boards and multiple typefaces. More fun than educational, the program is easy to operate, well-illustrated and very useful.

Britannica Software, despite very strong school affiliations, has always had a commitment to the home user. Its very strong learning program, *Revolution '76* (Apple IIGS and IBM PC), attracted special attention among war gamers last year, winning good marks for its playability and scope of interest. The gamer has the formidable tasks of choosing leaders, raising armies, setting taxes, building a navy and even engaging in international diplomacy, in addition to handling military maneuvers. The sound and graphics aren't too impressive, but the play's the thing, and this educator really delivered a high level of entertainment for advanced learners and adults.

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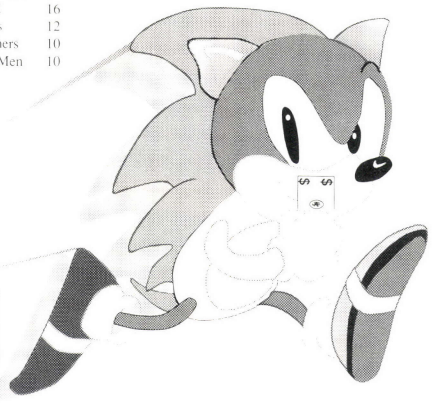
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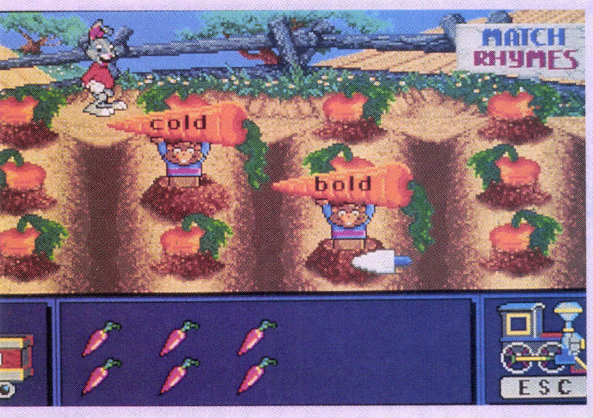


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CIRCLE #130 ON READER SERVICE CARD.





The Learning Company's *Reader Rabbit* (top), *Operation Neptune* (center) and *Spellbound* (bottom).



Britannica's early education games are meant for home use: *The Berenstain Bears Early Education Series. The Berenstain Bears Learn About Letters* (IBM PC, ages three to seven) stars the familiar bruins in a search for the lost pages of an alphabet book; it teaches the alphabet, upper and lower case identification and simple words. It's stuffed with activities (over 50, scattered over 30 locations) and music (25 songs or more).

Speaking of bears, no parent should overlook the most popular computer bear of all. Weekly Reader Software has educational software for prereaders and grammar school children, with at least 24 separate programs. The majority—and the most well-known of the group—star Stickybear, a lovable bear tutor, dressed in a blue suit and red tie, who's the on-screen guide, teacher and performer. The beautiful graphics, reminiscent of coloring book pictures, radiate cheer, confidence and an optimistic approach to learning. Simple games spark the lessons through this series.

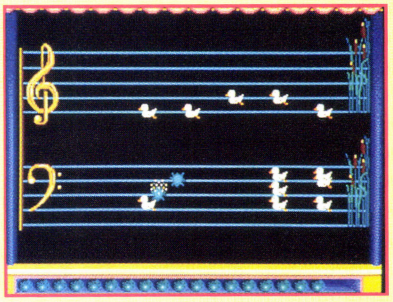
There are probably at least a million Stickybear programs in homes and schools already. In 1991, the bear's tenth anniversary in software, the company packaged some award-winners into special sets (Apple, Commodore 64 and IBM PC). *Stickybear Preschool* (ages two to six) contains *Stickybear Alphabet*, *Stickybear Shapes* and *Stickybear Opposites*; the lessons in each are obvious, and delivered in a no-read-required format that lets the child have fun alone.

Learning to Play

One educational product definitely aimed at home users is a special piece of hardware/software designed by Software Toolworks Inc. The Miracle Keyboard is an attractive, piano-style, full-size keyboard, available for use with IBM PC computers or the Super NES. The instrument interfaces with the hardware, then delivers full-throttle, multivoiced play with beautiful tonal values. But, that's only half of the story.

The software included in the keyboard contains many features, such as recording studios, extra voices and user-controlled options. But it also contains a guaranteed-to-work tutorial to teach anyone to read and play music. The on-screen lessons guide the player from the first quavering scales to a good level of competency.

This system really works. The company has used it many times on learners of all ages. In the most dramatic test, Software Toolworks provided keyboards to a class of young learners in a Colorado grammar school. They filmed the students through their daily practice sessions and, at the end of the study period, had a town concert to show off the kids' new skills. It was outstandingly successful, and this sequence of events and the films made during the experiment became the basis for the company's recent series of television advertisements.

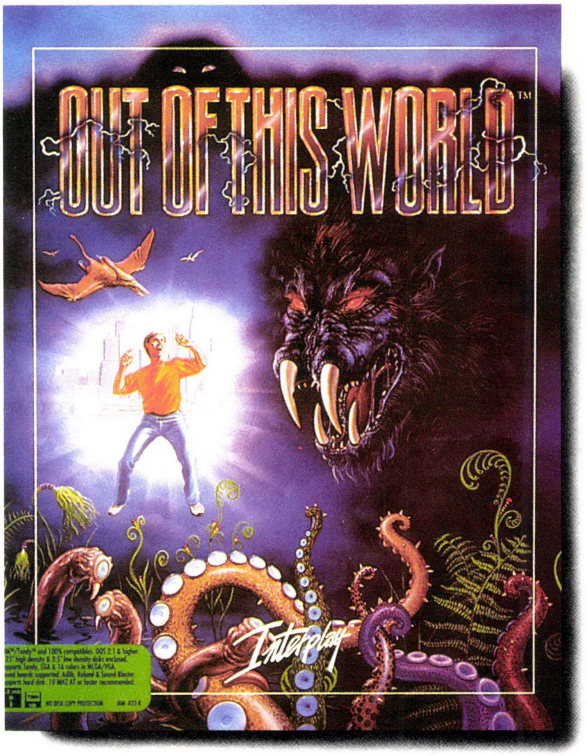


This is not a game. But it certainly is entertainment, and a fascinating look at what wonders can be accomplished with home learning software.





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CIRCLE #131 ON READER SERVICE CARD.







Top left and right: The Learning Company's *The Berenstain Bears Jr. Jigsaw* and Britannica's *Revolution '76*. Right: The Learning Company's *Ancient Empires*.

Stickybear Reading Tutor (ages five to nine) combines *Stickybear Reading* (practice matching words and pictures, completing sentences and forming sentences) with *Stickybear Reading Comprehension* (develop skills in recognition of main ideas, details and word identification). This, like all other Stickybear programs, is definitely a tutorial more than a game. Yet the attractive and colorful delivery of material makes the lessons more fun than problems.

Davidson & Associates Inc. is a very strong tutorial company, yet the products developed by Davidson frequently find their way home. The company's best-selling *Math Blaster* series of games weds fast-action, arcade-style shooters with flash-card games; the player must shoot down the correct answers. Definitely study programs, yet they really are a great deal more interesting than pencil-and-paper problems.

In 1991 the company made an even stronger bow to entertainment values with a unique program. *Headline Harry and the Great Paper Race* casts the gamer as a cub reporter assigned to get the real story about actual news events between 1950 and 1990. The player vies with a crew of yellow journalists headed by Marvin Muckraker over at the *Diabolical Daily*; if these sensationalists compile the story first, they publish a scoop, but in an inaccurate version. Music, sound effects and digitized speech provide information through "radio broadcasts," reports, song lyrics and quotes from witnesses, cabbies and others. The program teaches U.S. history, with secondary lessons in geography, problem-solving strategies, reading comprehension and more. It's for players aged ten to adult, and it is currently available for play only on the IBM PC.

MicroIllusions introduced *Discovery 2.0* in 1991. It follows up on the first program (*Discovery*) with math and spelling lessons taught against a backdrop of an interspace adventure. The new program has five spaceships, teleporters, new alien creatures and a choice of protagonists. It teaches through questions and fill-in-the-blanks, and covers lessons from kindergarten through the 12th grade. This Amiga program works with the Discovery Expansion Disk lessons (Geography, History, Language, Math, Science, Social Studies and General Trivia).

Tanager Software Productions entered the home education market in 1990 with its first product, *The Secret Codes of C.Y.P.H.E.R.* (IBM PC and Macintosh). It uses a secret-agent themed adventure and follow-the-clue-trail format to teach kids about wildlife as they search for secret codes to solve the game. Although it's definitely educational, there's a lot of play value in this for gamers of all ages.

Why Education?—Why Now?

After the unpleasant marketing experience some companies had in the early to mid '80s, it may seem surprising that so many of them are investing again in home education. The obvious first reason is that the number of computers in homes has increased dramatically, so the market for home products is much larger than it was in the early 1980s. But, there's more to it than that.

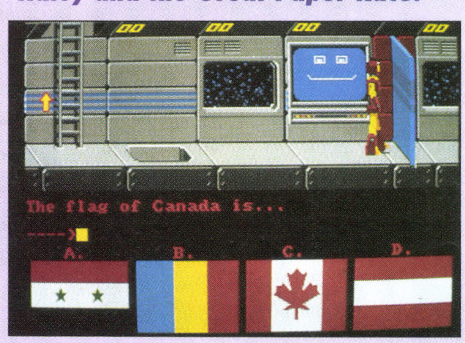
John Williams, of Sierra Software, explained his company's philosophy, and why the Sierra games are focused toward home buyers instead of the school market:

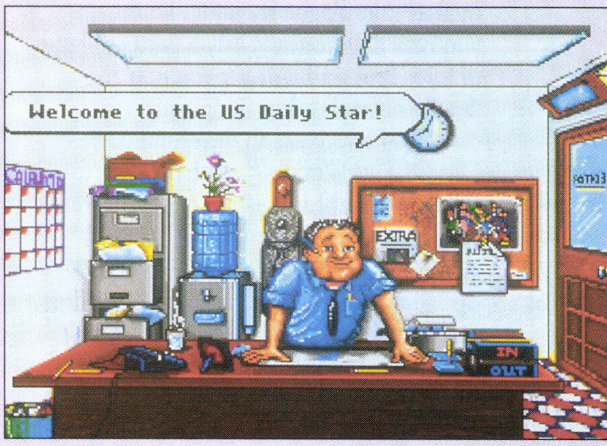
"When you work toward the school market, you are inhibited by so many requirements. Kids have to be tricked into learning, and we [at Sierra] want to stress entertainment above education. If we have to bend, or even ignore, school requirements to do this, it's okay; we think our way with these products is the home market.

"Institutions are not really such a big market. They spend a lot on hardware, but skimp on software. Most sales are through individual teachers who realize the worth of this media and invest their own money in software. Currently, it's the healthy entertainment market that's funding the development of top-quality home education products."

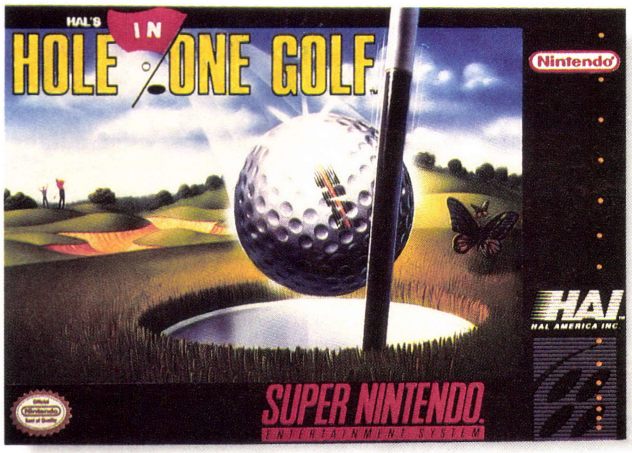
Williams summarized with a slogan that seems to be driving the home "edu-tainment" software developers: "We will not bend our standards of education and entertainment. But they can coexist."

Below: MicroIllusions' *Discovery 2.0*. Right: Davidson's *Headline Harry and the Great Paper Race*.





SUPERPOWER SUPERHITS



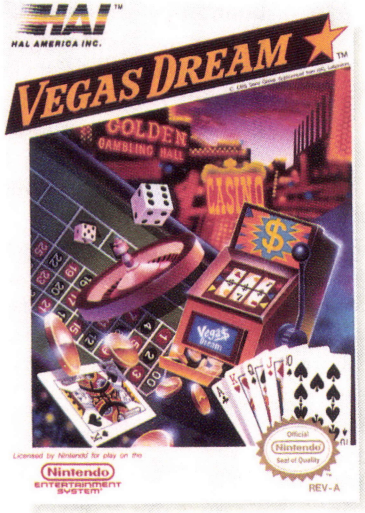
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CIRCLE #132 ON READER SERVICE CARD.



Is It Time for a National Fan Club?

by Arnie Katz

I'm not ordinarily a joiner, but I think it may be time for fans to form a national organization. There are things we as hobbyists can do together that we cannot accomplish individually. Just about every other major hobby, from model railroading to stamp collecting, has an organization, and I think electronic gaming could reap many of the same benefits.

Some possible activities for a national fan club:

•Keep lists of fanzines and readers. We're doing what we can, but a club could produce more frequent and larger lists.

•Start an amateur press association. This is a circle of fanzine editors who exchange publications through a central mailer.

•Provide sources for import cartridges, peripherals and other gaming materials not often available at the local store.

•Work with manufacturers, professional associations and conventions to promote the interests of rank-and-file gamers.

•Assist potential professional game designers, developers and journalists.

•Promote contact among fans through correspondence, local clubs and special publications.

There are a lot of other things a club could do, and no doubt you'll write and suggest some of them. Let's unite!

So let me know what you think. And in the meantime, let me tell you about some hot new fanzines.

Phanzine Star #2

Noah Dziobecki

4436 E. Fifth St.
Long Beach, CA 90814

$2 per issue—Bimonthly
55 pages

The second issue shows big improvement for this fanzine about Genesis, Super NES and PC games. Along with the usual reviews and tips, *Phanzine Star* offers several thought-provoking articles by editor Dziobecki. The most interesting of these are a retrospective of Genesis titles, a forecast of coming trends in gaming and a sure-to-be-controversial piece on whether current games are too easy.

Noah draws as well as writes, so *Phanzine Star* has some pretty good pieces of artwork to liven up its pages. At this point, he's better at spot illustration than the comic strip, but fandom can sure use an arty fella like him. *Phanzine Star #2* definitely stamps this enthusiastic publication as an up-and-comer that's worth a try.

Genesian #2

Rick Schrand

6533 Bittersweet Drive
Ft. Wayne, IN 46825

$4—Quarterly
12 pages

The second issue of this all-Genesis zine is largely devoted to long reviews of *Might & Magic*, *James Pond* and *King's Bounty*. Rick is tough but fair. You may not agree with him, but he tells enough about the game to help prospective buyers.

The editorial about the Genesis and SNES makes some valid points, though it probably underrates the appeal of Nintendo's 16-bit system. Give Rick credit for correctly predicting that the Genesis would have a great fourth quarter 1991.

The Genesian is well laid-out and printed, with a few slick fillos (filler illustrations) to break up the text. I'd advise against jumping one story so many times, and double-sided printing would help, too, but the content is likely to interest Genesis owners.

Digital Press, January 1992

Joe Santulli

29 Cupsaw Ave.
Ringwood, NJ 07456-2919

$1.25—Bimonthly
18 pages

This is one of my favorite new fanzines, and I think most video gamers would enjoy it, too. Joe Santulli is certainly a candidate for fanzine rookie of the year. He writes well and comes up with ideas you won't find duplicated in a dozen other magazines, like his essay on how to entice newcomers into gaming.

Reviews of video games, each title covered by a board of critics, fill the largest section of the fanzine, but there are many other good pieces, including a comparison of football cartridges for the Genesis, holiday buying suggestions, a checklist of ColecoVision cartridges and a long article about the worst games for the Atari 2600.

Digital Press needs a better-organized colophon. A table of contents and detailed crediting of text and artwork would also help. These are easily corrected imperfections in what is basically one of the hottest fanzines around. Try a copy.

The 2600 Connection #6

Tim Duarte

14 Blackburn St.
Fairhaven, MA 02719-4334

$6—Bimonthly
Eight pages

Like Paul McAleer's *Micro-Bytes*, this beautifully produced fanzine celebrates that classic video-game system, the Atari 2600. Material includes an interview with Steve Cartwright, details of a 2600 game from Australia, strategy tips, a good letter column, sources for old 2600 titles and a checklist of Coleco cartridges.

Tim and his staff do a great job of collecting information *and* presenting it in an intelligent, readable fashion. *The 2600 Connection* is indispensable for any 2600 gamer.

Attention Fanzine Readers

If you want to get better acquainted with electronic-gaming fandom, one good way is to send for the free current fanzine list. This contains the names, addresses, prices and brief descriptions of dozens of current electronic-gaming fanzines. You can obtain the list by writing to Arnie Katz (see *Megagaming* for address) and sending a self-addressed stamped envelope.

MEGAGAMING

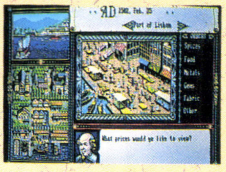
The biweekly "Voice of Electronic Gaming," produced by Arnie Katz, Bill Kunkel and Joyce Worley, contains news and commentary with a behind-the-scenes perspective. Among its many features are reviews of current fanzines and an advice column for fanzine editors. For a three-issue trial subscription, send $5 to *Megagaming*, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

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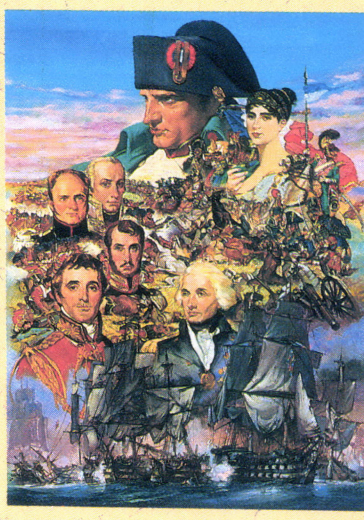
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CIRCLE #133 ON READER SERVICE CARD.

ELECTRONIC GAMING COMEDY

HUMOROUS GAMES

FOR COMPUTERS AND VIDEO-GAME SYSTEMS

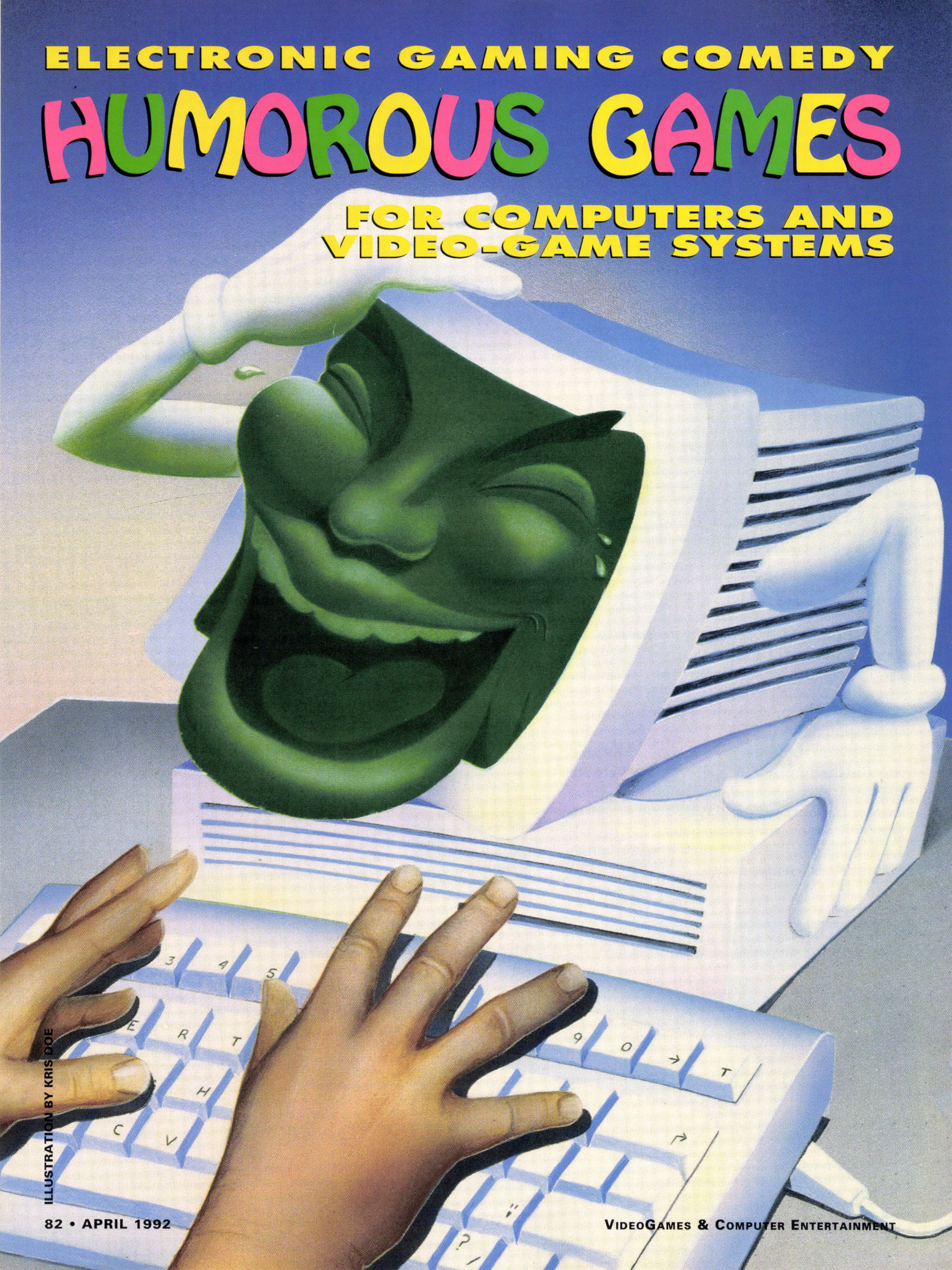


ILLUSTRATION BY KRIS DOE

BY ARNIE KATZ

Computer and video gaming is like a character from *The Wizard of Oz*. In the movie, as you'll recall, each of Dorothy's friends wanted a missing characteristic. The cowardly lion yearned for courage; electronic gaming has spent more than 20 years looking for a sense of humor.

That long search may be over. No longer is "computer humor" perilously close to an oxymoron. In the last few years, game designers and implementation specialists have learned how to make people smile and even chuckle. Full-gut guffaws and hyenalike laughs won't be far behind.

The scarcity of humorous games did not result from lack of trying. Publishers have always recognized the consumer appeal of comedy, and they've frequently spent big money on humor-oriented licenses.There have always been games with genuinely funny bits (see sidebar), but flops far outnumbered the successes.

Implementation was the problem. The puny capabilities of systems in the 1970s and 1980s made it hard to do much more than sight gags and one-liners.

Let's also concede that pioneering game creators did not often number comedic ability among their numerous talents. The humor in many early would-be laughers is juvenile, mechanical and downright corny. Back in 1980, the prevailing concept of humor in computer games seemed to be to have the game hurl insults whenever the player missed a shot or failed to solve an adventure puzzle.

Games are not only better than ever in 1992, they are also more likely to get laughs. If you're looking for a few chuckles, as well as a gaming challenge, try some of these.

Licensed to Laugh

Other media have contributed a lot of funny business to electronic gaming. Publishers once bought such licenses without any real hope of approaching the comedic heights of the original, due to the limitations of the hardware. Current hardware puts an arsenal of potent weapons in the hands of the comedy writer, including animated graphics on a par with most cartoons, and realistic speech that delivers quips much better than lines of text at the bottom of the screen.

Blue Sky Software is rapidly gaining a reputation as one of the best game-development houses, and *Hare Raising Havoc* (Disney Software for the Amiga and IBM PC) is another jewel in its crown.

When Baby Herman goes missing, it's up to Roger, as the baby-sitter, to retrieve him. The player engineers an escape from each playfield by arranging objects according to toon logic. Once the setup is complete, the game animates spectacularly to show the outcome of the latest harebrained scheme.

The antics of America's favorite TV cartoon family are featured in *The Simpsons Arcade Game* (Konami for the C-64 and IBM PC), *The Simpsons—Bart vs. the Space Mutants* (Acclaim for the NES), *The Simpsons—Bart vs. the World* (Acclaim for the NES) and *The Simpsons—Bart's House of Weirdness* (Konami for the IBM PC).

The Acclaim cartridge is a side-scroller in which Bart must stop an alien invasion of Springfield by keeping them from building their superweapon. This gives Bart an excuse to spray paint everything purple, snatch citizens' hats, swipe the exit signs at the museum and the like.

The Simpsons Arcade Game, based on the coin-op, has eight levels, with a boss at the end of each derived from the television program. Each member of the family has unique abilities that must be used to rescue the kidnapped Maggie.

The Simpsons—Bart's House of Weirdness is an action-adventure that treats Matt Groening's characters with somewhat more depth. Bart searches for three items that make his life worthwhile, fancy running shoes, a groovy cap and cool looking shades, in the six game worlds connected to Bart's bedroom.

Acclaim has another Simpsons title on the way for the Genesis and Super NES. When Bart loses his homework theme, he journeys through a network of dream-worlds to collect the missing pages. Each world is a separate game, and the variety of action is exceptional.

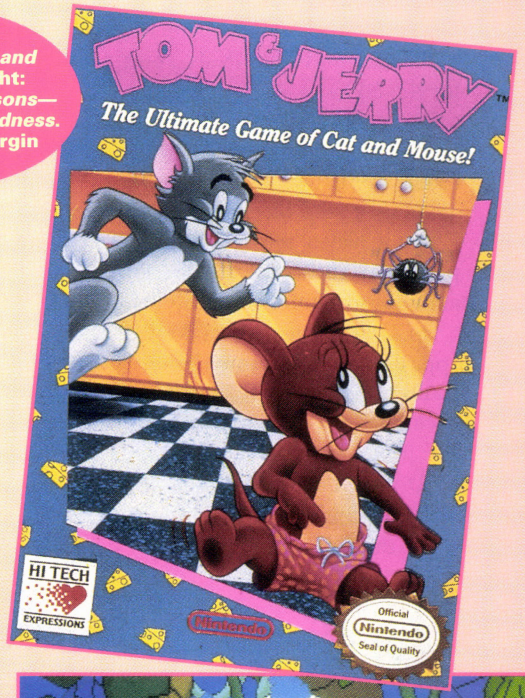
Also from TV cartoonland is *The Flintstones* (Taito for the NES). The Stone Age family's quest to find their prehistoric pets has its funny moments in this side-scroller.

Stopping those incompetent crooks Harry and Mary is the task set for the eight-year-old hero of *Home Alone* (Capstone for the Amiga and IBM PC). The cat-and-mouse game made the movie a smash, and the essence of the battle is preserved in the electronic version.

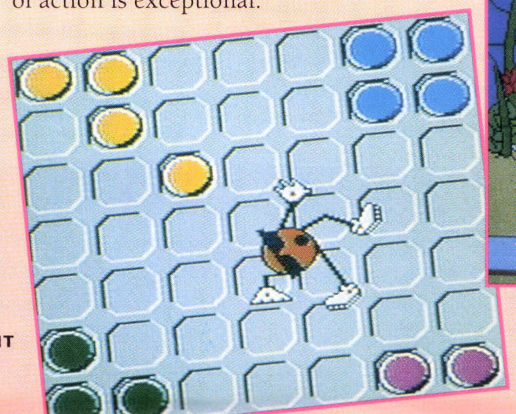
In the first phase of this action-strategy contest, Kevin sets traps throughout the house. Then Harry and Mary try to break in while Kevin, armed only with a BB gun, lures them into the hastily constructed snares.

Real-time scrolling is the big technical innovation in *The Addams Family* (NEC for the TG-16). ICOM Simulations stocked the mansion's 30 rooms with traps to thwart the search for the family's secret vault. Nintendo players can enjoy another version of *The Addams Family* (Ocean for the NES) done specially for the 8-bit system.

Right: Hi Tech Expressions' *Tom and Jerry*. Bottom right: Konami's *The Simpsons—Bart's House of Weirdness*. Below: *Spot*, by Virgin Games.









Right and far right respectively: Electronic Arts' *Road Rash* and *James Pond*. Below: *Battle Chess*, by Interplay Productions. Below right: Sega's *ToeJam & Earl*.

Tom and Jerry (Hi Tech Expressions for the NES), based on the durable cartoon series, is another game about trapping. As Jerry the mouse, the player evades Tom while rescuing Tuffy from a chest in the attic.

Two lively games based on characters from the world of food are *Spot* (Virgin Games for the Amiga, Game Boy, IBM PC and NES) and *M.C. Kids* (Virgin Games for the NES).

Spot uses the 7-Up symbol to dress up an essentially serious strategy, much as the classic *Battle Chess* (Interplay for the Amiga, IBM PC and Macintosh) does for chess. When a player moves one of the circular pieces, it animates and does something amusing to get to its new square.

M.C. Kids, based on McDonaldland, appeals to young funny bones. When the Hamburglar steals Ronald's bag of magic tricks, he uses it to spread chaos through the forest, mountains and meadows of McDonaldland. Adults will find *M.C. Kids* cute and charming, but preteens will enjoy the visual humor.

A Warped Mirror

Sometimes, putting two very dissimilar things together has the effect of producing situations that make people laugh. Sports games featuring monsters, robots and mythological beings, such as *Grave Yardage* (ACTV for the Amiga and IBM PC), are an obvious example of this technique.

James Pond and *James Pond II—Codename: Robocod* (Electronic Arts for the Genesis) star the suavest espionage agent in the seven seas. In his latest caper, Pond becomes Robocod, an aquatic cyborg, to rescue Santa Claus from the clutches of Dr. Maybe.

ToeJam & Earl (Sega for the Genesis) seldom fails to get a laugh. Its spoof of science fiction and simplistic "reassemble the crashed rocket" electronic games makes its targets look just plain ridiculous. The looks on players' faces when they see the elaborate signs pointing to the rocket parts are priceless.

Road Rash (Electronic Arts for the Genesis) is a cockeyed view of motor sports. This motorcycle track racing program gets high marks for excitement and authenticity, but it also lampoons the sport with its kicking and punching rules. The player can belt or boot rivals out of the way as the cycles scream around the track, and the madcap spills are darkly humorous.

The *Battle Chess* series mixes serious strategy with wild animations. The latest permutation is *Battle Chess 4000* (Interplay for the IBM PC), in which the pieces follow a futuristic theme. If anything, the whimsical capture sequences are even better than those in the classic *Battle Chess*.

Adventures in Laughter

Call them sophomoric, call them crude, but Al Lowe's *Leisure Suit Larry in the Land of the Lounge Lizards* (Sierra On-Line for the Amiga, Atari ST and IBM PC) and its sequels make up probably the most popular series of humorous adventures in electronic gaming. The latest one is *Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work* (Amiga, IBM PC and Macintosh).

Patti, the sexy heroine from *Leisure*



Suite Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals (Amiga, Atari ST and IBM PC), is back in action! The seductive superspy and the prince of polyester take on organized crime and government agencies in a quest for truth and justice—and maybe some enjoyment on the side.

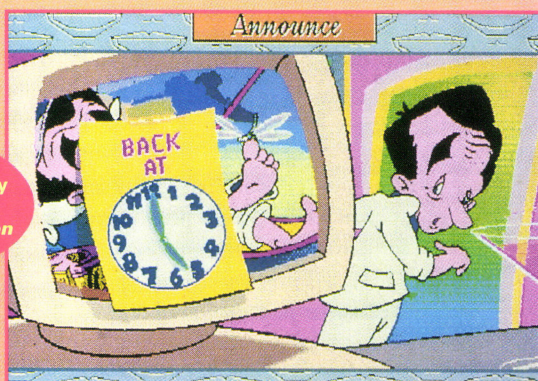
Sierra continues to update its classics, and the first chapter in the continuing story of America's favorite sleazoid is now available in a greatly enhanced edition for Amiga, Atari ST and IBM PC. Those who have already joined the CD-ROM generation will enjoy Larry's first adventure in its multimedia edition.

Larry also hosts a truly bizarre program, *The Laffer Utilities* (Sierra for the IBM PC). This send-up of *Norton Utilities* has such unnecessary-but-enjoyable modules as a dirty joke database and an alibi generator.

It figures that, with a design team called Two Guys from Andromeda, who dress in weird alien costumes, *Space Quest* would be a less-than-serious science-fiction series.

The interstellar janitor, Roger Wilco, travels through time one step ahead of the dreaded Sequel Police in *Space Quest IV: Roger Wilco and the Time Rippers* (Sierra for the Amiga, IBM PC and Macintosh). The design tandem has improved the user interface with every new release, and the multiperspective, cinematic graphics allow the authors to mix high drama with the low comedy.

Space Quest I: The Sarien Encounter (Amiga, Atari ST and IBM PC) is another Sierra title that benefited from a recent facelift. The graphics are much better, and the point-and-click interface makes play easier than the parser-driven original. Sierra also has a CD-ROM edition for the IBM PC.

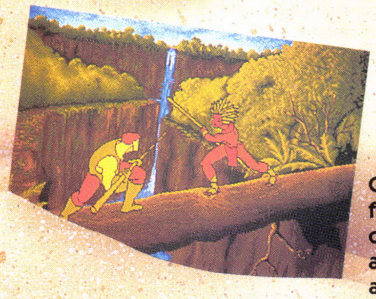


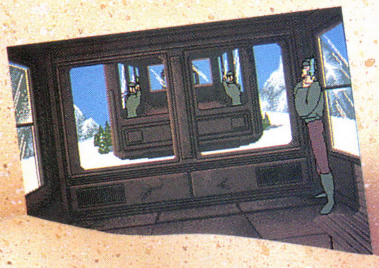
Right: *The Laffer Utilities* features Larry Laffer in a spoof of Symantec's *The Norton Utilities*.

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The Funny Game Hall of Fame

It's just about impossible to figure out which game made the first joke, but laughs have been around almost as long as on-screen explosions. Here are some of the classic laugh-getters:

Battle Chess **(Interplay for the home computers, CD-ROM) weds a strong computer chess program to a delightful collection of animations. The capture and movement routines may distract a few from the 64-square war, but the rest of us nonpurists will never forget the way the rook gulps down its prey.**

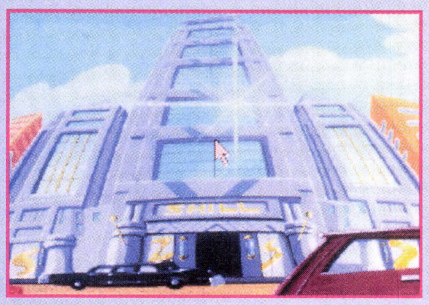
The Hitchhiker's Guide to the Universe **(Infocom for the home computers) isn't as well constructed as text adventures like *Zork*, but Doug Adams' writing lifts it to classic status.**

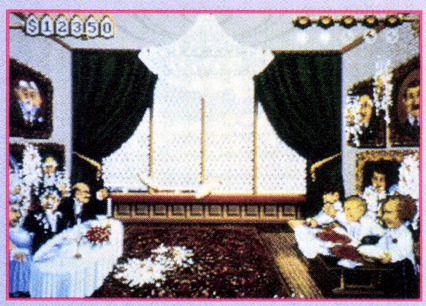
Softporn Adventure **(Sierra for the Apple II) is largely unknown to 1992 gamers, but just about everyone is familiar with the revamped version that Sierra published as *Leisure Suit Larry in the Land of the Lounge Lizards*.**

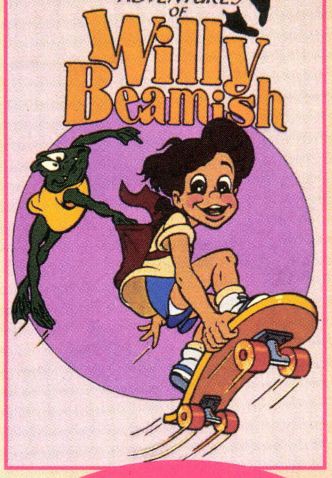
Spare Change **(Brøderbund for the home computers) is a game that went to undeserved oblivion. When creatures escape from coin-ops, only the player can keep them from stealing all the money out of the machines. In some ways, this is the remote ancestor of *ToeJam & Earl*.**

Spy vs. Spy **(First Star for the home computers) and its sequels are based on the zany *MAD* magazine characters. The dual display screen makes it easy to set the wacky traps and see the even funnier results when one of the agents is victimized by the other one.**

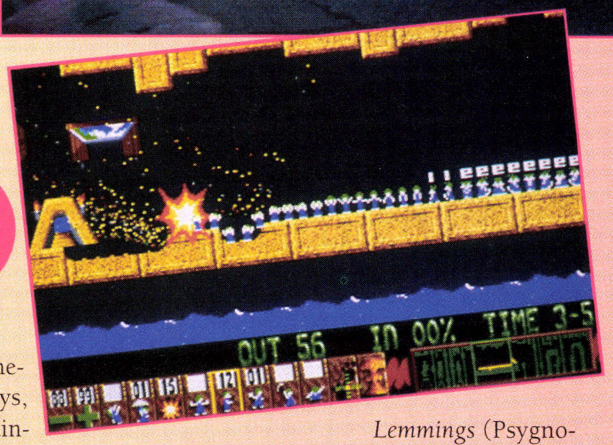
The Three Stooges **(Cinemaware for the home computers) features fluid animated sequences in which the three heroes go through the same shenanigans as in the slapstick movies. Few humorous programs are more faithful to their inspiration than this electronic board game.**











Above: Sierra's *The Adventures of Willy Beamish*. Above right: Also by Sierra, *Space Quest IV: Roger Wilco and the Time Rippers*. Right: *Lemmings*, by Psygnosis.

The Two Guys from Andromeda have gone their separate ways, but the series will definitely continue. Mark Crowe has traveled north to work at Sierra's Dynamix division, while Scott Murphy remains at Sierra's headquarters to work on other games.

The Adventures of Willy Beamish (Sierra for the Amiga, IBM PC and Macintosh) has been called the first cartoon adventure, and it's certain that it sets new standards for cartoon animation in home computer games. Jeff Tunnell's Dynamix crew has created a memorable character in the trouble-prone, nine-year-old Beamish.

Tunnell shows an unexpected flair for comedy as Beamish grapples with the perils of a kid's existence, plus a few flourishes like a gang that wants to blow up the sewer system.

Les Manley in: Lost in L.A. (Accolade for the IBM PC) does a much better job of blending action and humor than the first adventure in the series, *Les Manley in: In Search of the King*. Sam Nelson has produced a biting satire of the Hollywood rat race as Manley tries to solve the kidnapping of the world's smallest man. It also unveils a point-and-click control system that is a major improvement over the parser-based interface of the first disk in the series.

Jumping, Shooting and Falling Down

It's not always easy to separate the genuinely humorous action games from the merely cute ones. Classics like *Pac-Man* and *Q*bert* radiate charm, but they don't inspire belly laughs.

Lemmings (Psygnosis for the Amiga and IBM PC; Sunsoft for the Genesis) is just across that hazy line that separates cuteness from comedy. When that marching line of adorable little critters walks off into space or marches down a hole, it's the type of ridiculous action that makes Road Runner and Bugs Bunny cartoons so hilarious.

The Fantastic Adventures of Dizzy (Camerica for the NES) is a little light on jokes but has plenty of yolks. The egg-citing hero, the star of more than a dozen games in Europe and Great Britain, battles the evil wizard Zaks. Gaming's answer to Humpty Dumpty must lift Zaks' curse and release his girlfriend from her imprisonment in the malevolent magician's Cloud Castle.

We'll Laugh Tomorrow

The development team concept that now generates most new electronic games has given writers direct input into game content, including humor. Game makers who have displayed their laugh-getting skill in books, cartoons, comic books and movies are putting high-caliber fun into today's disks and cartridges.

Multimedia (interactive, CD-based games) is also bound to improve the laugh quotient. Lines are generally funnier when spoken than read, so games that use vast amounts of speech can present a brand of previously impossible verbal gymnastics. Electronic gaming hasn't yet produced its Groucho Marx or Lenny Bruce, but that day may not be far off.

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A Dream Come True

by Arnie Katz

Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month, his column takes readers inside the world of video and computer games. This month, Arnie looks at a major new event on the gaming calendar.

The only thing better than dreaming of what could be is the joy of having one of those dreams become reality. A few months ago, I beat the drums for one of my pet causes: a national convention exclusively for electronic gaming that brings together the industry and the gamers under one roof.

Great Britain already enjoys the benefits of such a show, and it is my belief that the American branch of the hobby would also benefit greatly from such an event. The column about this hypothetical convention drew a lot of positive response, both from representatives of leading video- and computer-game makers and from individual players.

I was heartened when the Consumer Electronics Show (CES) announced that it would experiment with opening the Summer CES in Chicago this June to the public. Finally, at least some fans will get to see for themselves the eye-popping displays and demonstrations that we journalists have described to you for a dozen years. I'll be looking forward to meeting VG&CE readers at the Summer CES.

There's no question that the CES announcement is a breakthrough, but I'd be dishonest if I said that it fulfilled my heart's desire. An open show is great, but how much greater would it be if there were a convention devoted exclusively to electronic gaming? How much more exciting would it be to have aisle after aisle of exhibits presenting every type of interactive-electronic entertainment, including video, computer, portable, coin-op and hand-held games? How much more exciting if the event also included a full schedule of panels, workshops, seminars and demonstrations expressly geared to the needs and wants of electronic gamers?

I think the answer is obvious. We'd all love it. That's why it gives me special pleasure to announce the first "open" show devoted one hundred percent to our hobby: The Electronic Games Expo. History will be made September 25-27 at the San Jose Convention Center, San Jose, California, when manufacturers, retailers and an expected 30,000-plus fans join for three days of nonstop gaming excitement.

The company behind Electronic Games Expo is Electronic Convention Management (ECM). It has been putting on conventions for over 40 years, and it is totally committed to making this the greatest event of its kind ever held. I'll be on hand, along with Bill Kunkel and Joyce Worley, to make sure that this three-day trip to gaming nirvana is informative and entertaining.

You'll be hearing, reading and seeing a lot about Electronic Games Expo in the months to come, but I couldn't wait to give you the first sneak peek.

The exhibition hall is the main event at any convention, and Electronic Games Expo will be no exception. ECM expects to have well over 100 booths in the modern and comfortable San Jose Convention Center, including manufacturers previewing the latest titles as well as retailers selling all types of games, peripherals and hobbyist gear at discount prices.

Saturday and Sunday will also feature panels and other presentations designed to give gamers a look behind the scenes and into the future. Whether you are a cartridge connoisseur or a devotee of disks, there'll be plenty of sessions just for you.

Schedules are subject to change, especially this far ahead of the actual show, but here are some of the items now planned for Electronic Games Expo:

- ***The History of Electronic Gaming***—Learn about the hobby's roots, from *Pong* to the latest CD ROM software.
- ***Who Will Win the 16-Bit War?***—Leading industry critics discuss the

pros and cons of current cartridge systems and predict the winner of today's struggle for supremacy.

•***Games Go On-Line***—A comprehensive survey of the current telegaming scene and an introduction to the marvels just around the corner are the subjects on the table in this session.

•***CD Gaming: What is It—and Why Do We Want It?***—The industry talks about CD all the time, but a lot of consumers aren't sure about it yet. This panel offers a no-bull explanation of CD technology and discusses the probable impact on electronic gaming.

•***Finding a Career in Electronic Games***—A lot of people want to work in electronic gaming, but finding the right career path isn't always simple. Knowledgeable veterans of the industry will discuss opportunities for employment, outline prerequisites and answer questions from the audience.

•***Gaming Collectibles***—Experts tell how and where to find everything from vintage electronic-gaming publications to old coin-op machines.

•***Sizing Up the Sound Boards***—This buyer-oriented session discusses the major sound board alternatives for personal computers.

•***Graphics: Looking for the Next Frontier***—This panel spotlights the cutting edge graphics of today and previews the visual effects that will delight gamers in the near future.

•***Coin-Ops: The Holographic Games and Beyond***—Representatives of the leading manufacturers of arcade machines reveal their plans for taking the excitement to the next level.

•***Introduction to Electronic Gaming Fandom***—Fandom hasn't been around long, but there are already hundreds of fascinating amateur magazines published each year. Get details about how to make contact and the mechanics of launching a fanzine.

•***The Making of an Electronic Game***—How do cartridge and disk games get from an idea to the playscreen? Leading developers of entertainment products describe the methods and systems used to create their interactive electronic marvels.

•***Computer Sports: Building Leagues and Dynasties***—Forming leagues and putting together winning teams is the meat of this panel, which will also give players a chance to question the designers of some of the most popular games.

•***What's Wrong (and Right) About Science Fiction Games?***—Science fiction writers and fans discuss the content of science fiction games. Look for a spirited debate on the subject of the single most popular electronic-gaming theme.

•***Ask the Experts***—Got a question for the Game Doctor? The software sawbones and other gaming gurus will field your questions about every aspect of the hobby.

•***Electronic Gaming 2000***—This important session analyzes important trends in electronic gaming that will affect players during the next decade.

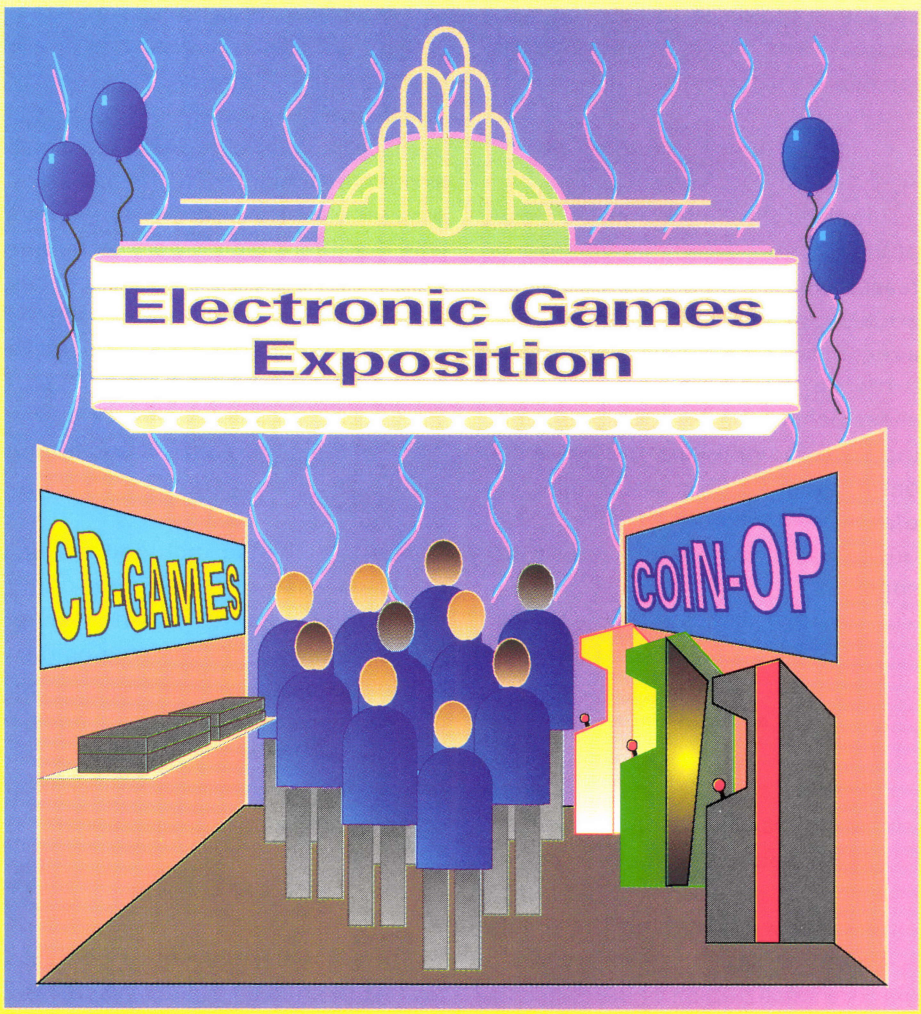
•***Prices and Piracy***—Panelists will argue these closely linked questions—rank-and-file players will get the chance to make their opinions known, too.

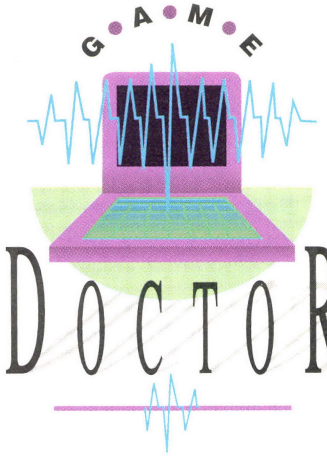
•***Inside the "Black Box" CD Game Systems***—Multimedia hardware devices that connect to the TV have burst on the scene in the last six months. Will they fly or die? It's the latest report on this emerging segment of electronic gaming.

•***The Journalists' Panel: Courting the Media***—Journalists look at the present and future of electronic gaming. They'll reveal the standards they use to rate new games and describe the things they'd do to improve the hobby.

Ralph Baer, the father of video gaming, will deliver a keynote address, and there will also be demonstrations of tomorrow's technology, including virtual reality, the hottest development of the '90s. Gamers will have the chance to test their skill in tournaments and meet the men and women who create the games we all play.

Am I excited? You bet! Electronic gaming will take a giant step into the future in September, and I hope as many of you as possible will be at the Electronic Games Expo to see it happen.





The Quest to Answer Questions

by the Game Doctor

Ahoy, fellow sailors on the electronic-gaming seas! The Game Doctor is here to see that everything is shipshape. Aye, for more than ten years now I've braved these waters. I can spot trouble in the shaft of a joystick at 50 paces, smell a change in the winds of taste afore most of the crew can draw a breath and I can clean the barnacles off a rusty game system faster than any man alive.

So pull up anchor and prepare to set sail in search of some good, solid answers to your always-worthy queries....

question

I noticed that in the April '91 issue of VG&CE you stated that you saw no reason why the length of a TG-16 TurboChip could not be extended. However, there is a reason: When one turns on the TG-16 a plastic piece slides behind the TurboChip, preventing its removal while the system is on. If the TurboChip was longer, the plastic slide would block the TurboChip and the system would not come on.

—Danny R. Allen
Denver, PA

answer

There are a couple of ways to argue my point, Danny, so I might as well use them both. First, there is no reason the chip couldn't be built to extend outward *around* the plastic slide, since the slide only actually blocks a small section of the card.

To bring the readers up to date who either didn't see that issue or forgot the question, Rick Shiers of Atascadero, California, noticed that TG-16 games used passwords instead of game-saves and wondered if that was because the TurboChip was too small to hold the lithium batteries. We asked several experts and the consensus was that there didn't seem to be any reason the TurboChip couldn't contain a lithium battery. Synthesizers already use lithium batteries small enough to fit *inside* a TurboChip, and when I referred to mounting a battery on the "top" of the game card, I was referring to the face or surface of the TurboChip.

Your letter also included an eloquent defense of the Amiga, citing that worthy computer's many technological features. But, as we've pointed out in the past, you can't play potential, you can only play games. Superior machines have been beaten in the marketplace by less awesome technology with stronger software support.

question

I'm a 21-year-old vet of games. I own an Atari 2600, ColecoVision, Vectrex, Apple II, Apple IIe, Macintosh SE, Amiga, NES, SMS, Genesis and a Lynx, so I know games. And I didn't stop playing in 1984 (a dreadful year!), either.

Anyway, I was just wondering how one goes about becoming a reviewer of video games. I'm going to Cal Poly University, but there is no "Video Game" major!

—Kendal Dinsmore,
San Luis Obispo, CA

answer

Becoming a reviewer is a tough racket. It takes a long time and a lot of game playing before the reviewer acquires a sufficiently sophisticated view of the video-game universe. Once that point is reached, the would-be reviewer must then compete with a veritable army of similarly inclined scribes.

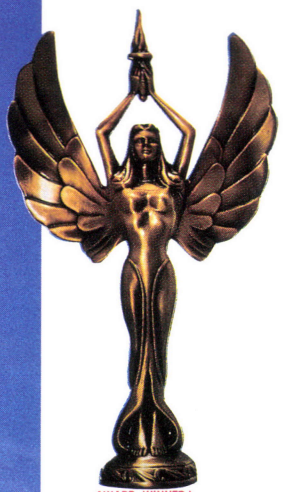
The only ways to become a reviewer are to play a lot of games, read a lot of reviews and learn the basics of good writing. Send sample reviews to the various magazines. Do not expect these reviews to actually be purchased, since the time lag (or "lead time") between the time when the review is purchased and the time when it is published can be as long as four or five *months*! If you're promising, however, a magazine may send you a game to review, and, if they're happy with the result, similar assignments will follow. By this time, an enterprising reviewer will have sent clippings of his reviews to software publishers in order to get his name put on the "reviewer list." This guar-

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AVG	AB	H	2B	3B	HR	RBI	BB	SO	SAC*	ERR	SB

Batting Stats

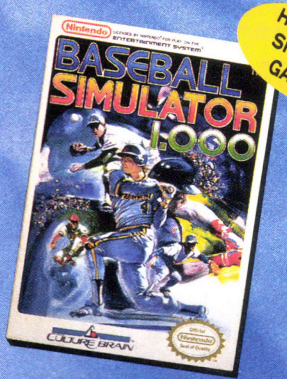
Pitching Stats

ERA	W	L	SV	CG	SHO	H	HR	R	BB	SO

* SACRIFICE FLY

GAMES	5, 30, 60 AND 165 GAME SEASONS TO CHOOSE FROM.
NUMBER OF PLAYERS	1~6 PLAYERS CAN COMPETE YOU CAN LET THE COMPUTER PLAY THE GAME TOO.
INNINGS	1, 3, 5 AND 9 INNINGS TO CHOOSE FROM.
TEAMS	24 TEAMS
BASEBALL PLAYERS	432 PLAYERS IN ALL.
STATS	DURING THE SEASON, THE RANKINGS W-L, PCT, GB, NUMBERS OF GAMES, AND SCHEDULE CAN BE SEEN AT ANYTIME.
TEAM STATS	THE BATTING STATS ON 8 ITEMS AND PITCHING STATS ON 10 ITEMS.
PLAYER'S STATS	THE BATTING AND PITCHING STATS OF 108 PLAYERS ARE DISPLAYED. THE LIST OF THE BEST 30 PLAYERS OF EACH CATEGORY CAN BE SEEN AS WELL.
STADIUMS	THERE ARE 6 FRANCHISE STADIUMS. YOU CAN ALSO PLAY THE WHOLE SEASON IN ONE STADIUM.
AUTO SETTING	EDIT YOUR ORIGINAL TEAM AND LET THE COMPUTER PLAY.
MANAGER MODE	THE MANAGER CAN SEND SIGNALS TO THE PLAYERS.
FAST PROCESSING	YOU CAN VIEW THE QUICK AUTO GAME RESULT.
EDIT	YOU CAN EDIT THE TEAMS, PITCHERS, AND BATTERS.
FIELDING	YOU CAN CONTROL EACH FIELDER, OR MOVE THEM ALL TOGETHER TO THE RIGHT, LEFT, CLOSE IN, AND FURTHER AWAY.
LEVEL	THERE ARE 3 COMPUTER LEVELS; STANDARD, ADVANCED, AND EXPERT MODES.
CHARACTER OF PITCHERS	EACH PITCHER HAS DIFFERENT CHARACTERISTICS.
TEAM COLOR	YOU CAN CHOOSE THE COLOR OF THE UNIFORMS AND T-SHIRTS.
ULTRA POINTS	YOU CAN SET THE AMOUNT OF ULTRA POINTS BEFORE PLAY.
DISPLAY	THERE IS OPTION OF ON-SCREEN DISPLAY OF WHICH ULTRA PLAYS YOU CAN USE.
ULTRA PLAYS	39 DIFFERENT ULTRA PLAY ABILITIES.
ERRORS	THERE IS AN OPTION OF WHETHER OR NOT TO HAVE ERRORS DURING PLAYS.

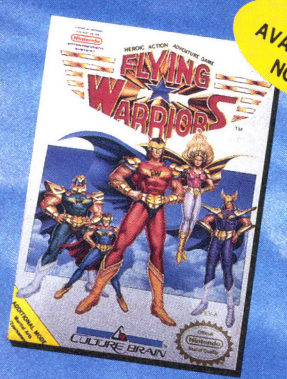




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antees that the reviewer will get early—sometimes even prerelease or "beta"—copies, giving him that precious edge in time. The reviewer can phone all the major magazines the day a new game arrives and stand a good chance of making a sale.

However, even if you manage to make it through all of these obstacles, don't envision a life of playing games at poolside or tapping away at your keyboard on the patio. The majority of game reviewers have to take on either a day job or must write features as well as game reviews to stand a chance of making a full-time living in this biz.

question

I usually don't write to gaming magazines, but I came across something interesting, and I thought you might be interested in what I found. I have a TurboGrafx system with CD player and a couple of games. I really enjoy playing the games on it. I especially enjoy the audio these disks are capable of dishing out. It really adds to the games. The only problem I had was that sometimes I just wanted to listen to the audio and not play the game. Well, I popped the CD into a normal player and got the standard "This disk is for use..." message, and when I skipped the first track and got static on my speakers, I figured that I couldn't listen to just the audio. Well, to make a long story short, I tried it again later and, instead of listening to the second track, I tried the third and fourth tracks and found my audio in all its glory. This only worked for some disks (*Monster Lair*, *Fighting Street* and *Ys*). I got the great jazz off *J.B. Harold* but no voices, and I did not get anything off *Sherlock Holmes*.

—Rob Stewart
Albuquerque, NM

answer

Another great discovery from a VG&CE reader! What hath God wrought?

question

I am a soon-to-be fanzine editor and I was wondering if you would answer a few questions. My fanzine will probably be a rather large one. How do I keep the costs down when the cost of mailing the fanzines will be so high? Could I obtain the right to a "No Postage Necessary if Mailed in the U.S." on the envelope of the fanzine I'm mailing.

Also, in the June issue of VG&CE you mentioned a "screen dump" as a way to obtain screen shots; what exactly is a screen dump? Another question that has been bugging me is, if I drew a picture of a Nintendo character for my publication, would that be illegal?

—Justin Wood
Phoenix, AZ

answer

A "No Postage Necessary if Mailed in the U.S." sticker would be one valuable item. What I believe you're thinking about is a "Bulk Mailing Permit" which allows a publisher to send out large shipments of a publication at a reduced "Bulk Mailing Rate." But this is no easy task. First, there must be a minimum number of copies being mailed to qualify for bulk rate status, then copies must be bundled by zip code.

Once this is accomplished, the presorted mail must be trundled down to the local bulk mail pickup center. So make sure you qualify—and that the savings are worth the extra time required in preparation.

Comic-book fanzines have been using drawings of Marvel, DC and other characters, and there has never been any complaint by the publishers, so long as the fanzine publisher notes the trademark on any logo and that the character is a copyright of whichever publisher owns it.

Remember, send those questions, comments and corrections to the ***Game Doctor*, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.**

Q & A QUICKIES

As usual, many of our readers want the definitive answer on "Which system is best, Game Doctor? Which one should we buy?" Well, you're still not going to pin me down on this one; the last thing I need is the ravening hoards of the losing systems coming down upon me like the wrath of God!

The NES is obviously on the downward side of its cycle, but if you're not a state-of-the-art gamer, the system is priced attractively and there are plenty of games available at the $20 and under price.

The TurboGrafx-16 is also priced very nicely, and, if you like side-scrolling shooters and adventures, this is a mighty nifty machine, with plenty of basically generic arcade contests. How long NEC will continue to support this machine is anyone's guess, but it hasn't exactly taken the U.S. by storm.

The Sega Genesis is a jewel of a video-game system. This 16-bit system has been around for two years, and there's plenty of software for it. Unfortunately, for every gem Sega and its third-party cohorts turn out, there seem to be three dogs. The biggest offender in this regard is Electronic Arts, which seems to produce two or three masterpieces (e.g., *John Madden Football*, *NHL Hockey* and *Road Rash*) every few months, while drowning the system in generic also-rans too numerous to mention. Nonetheless, right now, the Genesis—with its $150 price point and enclosed copy of *Sonic the Hedgehog*—looks to be the early leader in sales for this past holiday season.

The Super NES disappointed many users in that it appeared almost two years after the Genesis, yet showed no marked technological superiority over the Sega 16-bitter; of the original releases, only *Pilotwings* really plays like something special.

And that about wraps things up for this issue. Next time out, we'll be bringing you some long-promised Answers, including the complete story of how *Tetris* got published by two video-game companies and—dare we say it—some insight into the many faces and adventures of...Wonder Boy! In the meantime, aloha, faithful ones!

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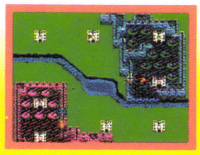
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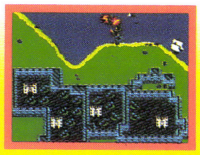
Two players fight directly against each other in as many as 9 thunderous battles. One player defends his castle by blasting at enemy ships on 6 furious levels.

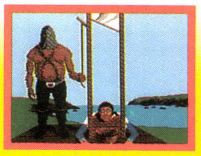
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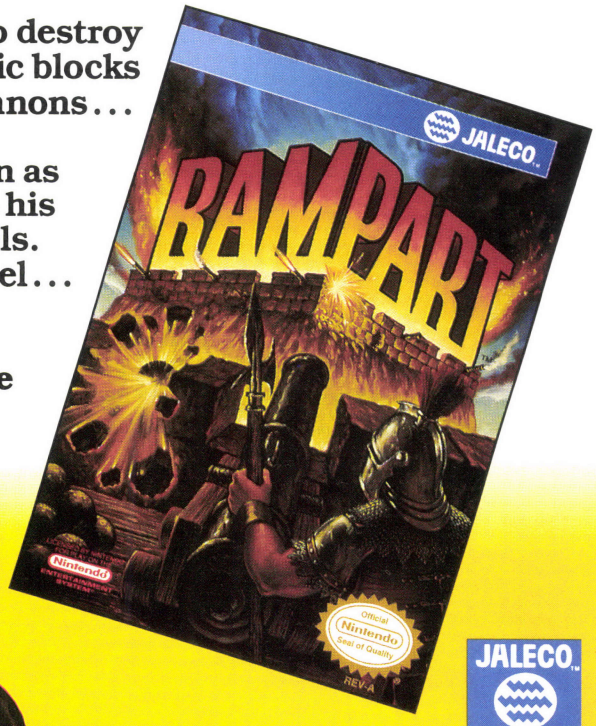
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COMPUTER GAME PREVIEWS

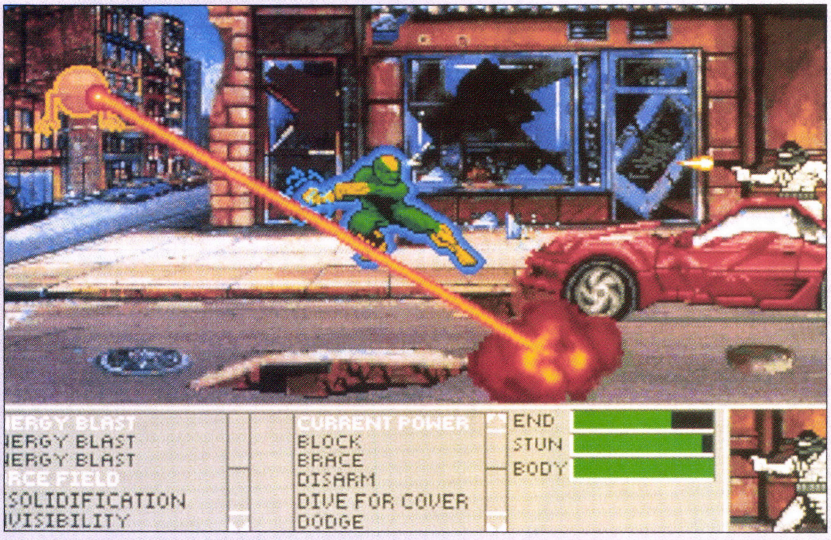
FIRST LOOK

Champions

KONAMI

Version Previewed: IBM PC

Those who wish there were more role-playing games (RPGs) outside the fantasy and science fiction category will find *Champions* a refreshing change. The folks at Hero Games, which published the original, nonelectronic version of this superhero RPG, have spearheaded development of the electronic version.



Progress wasn't as rapid as Konami forecast when it previewed *Champions* last June, but the project team's commitment to excellence is unquestionable. In its current state, *Champions* is a well-realized game world in which the player can design and role-play characters similar to those in Marvel, DC and other costumed-hero comic books.

Konami's *Champions* offers a variety of combat systems that will please RPGers.

Players customize the physical appearance and powers of each superhero before going on an adventure-filled patrol. The great variety of possible combinations and the ease of assembling crime fighters with the construction module are among the game's major strengths.

A choice of combat systems will please both RPGers and those who like action contests. The fights can be conducted in real time or by turns. The foes will have considerable artificial intelligence, but this couldn't be evaluated in the version shown to VG&CE editors.

Champions explores new territory for electronic RPGs. Its innovative play system and fresh subject matter are likely to make it a welcome addition to computer role-playing.

—Arnie Katz

Konami
900 Deerfield Parkway
Buffalo Grove, IL 60089
(708) 215-5100

Underworld: The Stygian Abyss

ORIGIN

Version Previewed: IBM PC

Underworld: The Stygian Abyss looks to be the strongest dungeon exploration game ever produced, and, as a point of interest, Lord British himself is listed only as "Creative Consultant," as he was busy working on the upcoming *Ultima VII*.

The character-generation system is both extremely detailed and remarkably simple to employ, with characters assigned attributes representing everything from physical details to character quirks. The real-time, first-person combat is marvelous, with players able to view their hand-wielded weapons as they strike out at enemies. A menu-driven conversation system eliminates typing entirely.

The main screen is a first-person view of the underground caverns, with the



***Underworld* could possibly be one of the strongest dungeon exploration games ever produced.**

smoothest scrolling imaginable. A directional rosette at the bottom of this display indicates which way the player-character is moving, and about a third of the screen on the right side is devoted to a detailed view of the character and his inventory objects.

Players can not only walk, but run, jump and even swim in a series of visually compelling sequences. Characters can look up or down, and the almost 25 miles of subterranean labyrinth is automapped.

Underworld: The Stygian Abyss proves two things: Origin is now at a point where its creative in-house staff is so strong it can produce a Lord British-quality adventure with Richard Garriott providing only occasional consulting assistance; and Origin is still "King of the Hill" in RPGs—not to mention king of what's under the hill as well.

—Bill Kunkel

Origin Systems
P.O. Box 161750
Austin, TX 78716
(512) 328-0282

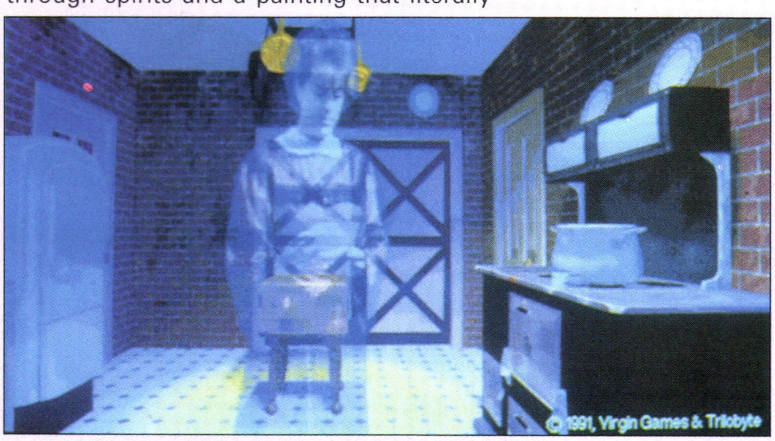
Guest

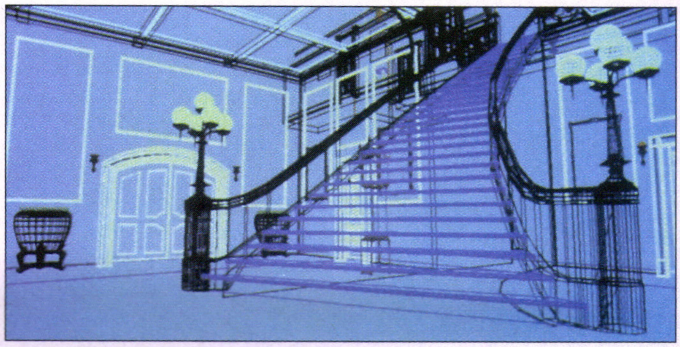
VIRGIN GAMES
Version Previewed: IBM PC with CD-ROM

At recent electronic-gaming trade shows, most of the computer-based excitement centered around science-fiction spectaculars like Origin's *Wing Commander* series and its upcoming *Strike Commander*. This show, however, the talk was all about a CD-based game still fairly early in the development cycle. Graham Devine's haunted house puzzle-adventure program, *Guest*, presents some of the most incredible visual effects seen outside multimillion-dollar, state-of-the-art, sci-fi flicks like *Terminator 2: Judgment Day*.

A first-person game, the player moves through a haunted house, rendered in eye-ball-popping realism, complete with see-through spirits and a painting that literally comes to life, taking on the three-dimensional shape of a ferocious human visage. The "face" stretches itself out, looks about, then resettles itself into its former status.

Virgin Games' *Guest* is a mind-boggling achievement in computer-based entertainment.





Whether or not you like haunted-house games, this looks to be a must-have game for PC owners equipped with CD. For the first time, a game answers the question: "What do I *really* need a CD drive for?" Take one look at this mind-boggling achievement and the question will immediately be resolved.

—B.K.

Virgin Games
18061 Fitch Ave.
Irvine, CA 92714
(714) 833-8710

Matrix Cubed

STRATEGIC SIMULATIONS
Version Previewed: IBM PC

Matrix Cubed is the sequel to SSI's popular Buck Rogers game *Countdown to Doomsday*, and it darned well sticks to the original like white on rice. Friends and enemies from the earlier game are reunited in a new story line that revolves around the insidious-sounding "Matrix Conspiracy" (creepy!). Characters can be transferred from the previous game into this new science fiction RPG, complete with enhanced skill development.

Because this game contains so many new, tougher, scarier monsters, the player's characters also enjoy enhanced skill levels and are better armed, better equipped and all-around tougher.

The game has digitized sound and supports all the major sound boards, including the Roland, as well as 256 color VGA, EGA and Tandy 16-color graphics.

The big treat in this game, however, is the opportunity to explore Jupiter! And this is one lively, happening place! The graphics, as with many of SSI's RPGs are not quite state-of-the-art, but fans of the original won't go wrong with *Matrix Cubed*.

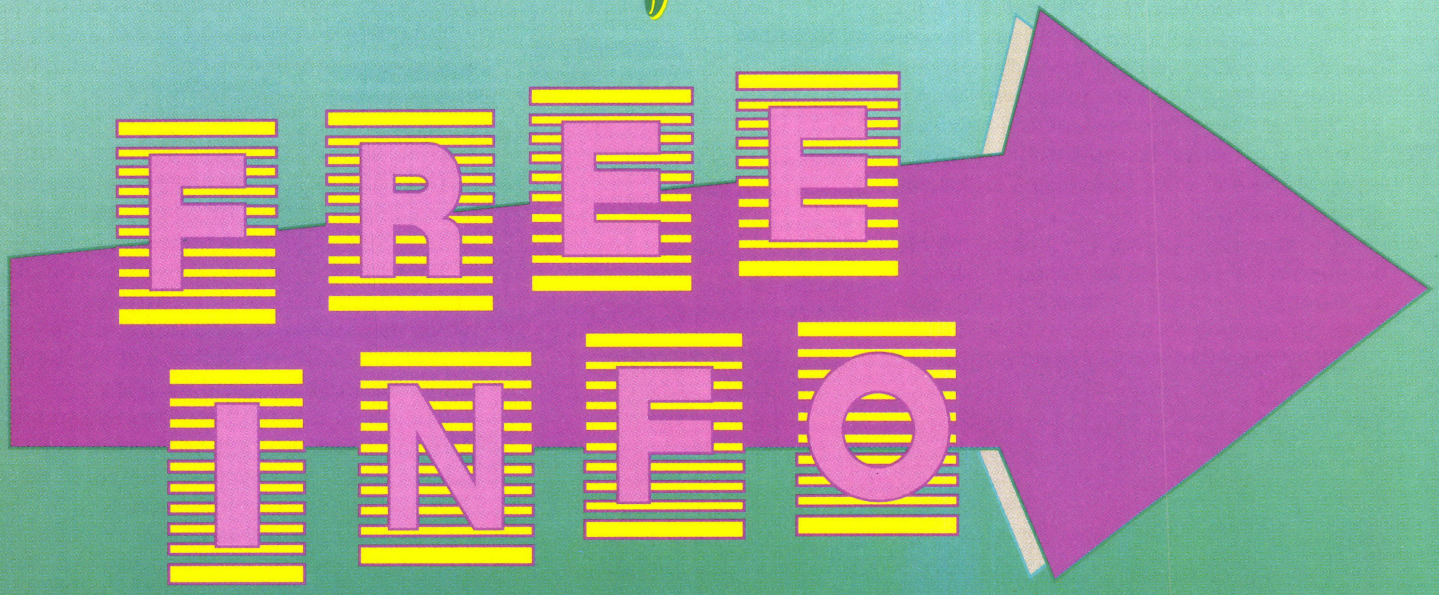
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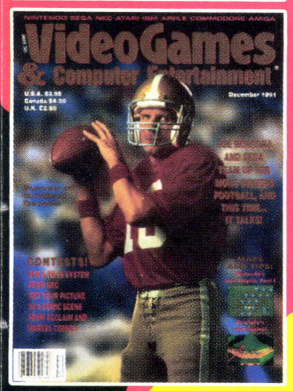
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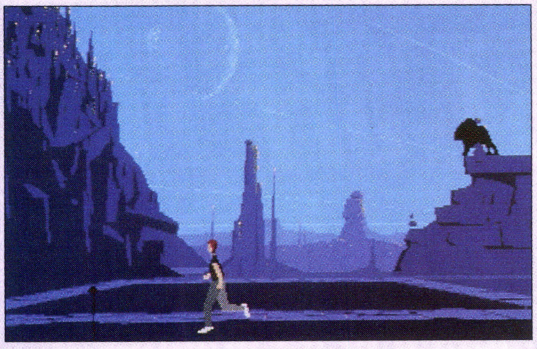
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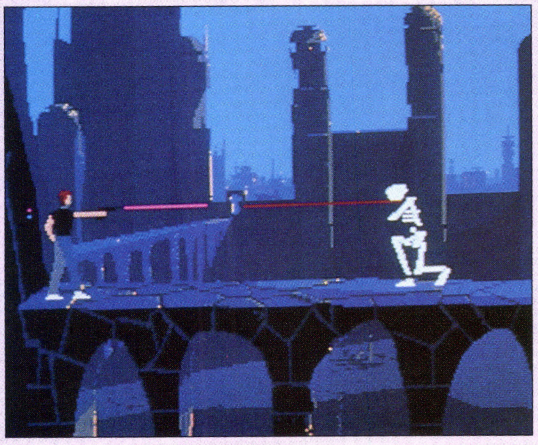
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This is a one-player game, and SSI estimates the playing time at 40-100 hours. Bring your lunch.

—B.K.

Strategic Simulations Inc.
675 Almanor Ave., Suite 201
Sunnyvale, CA 94086-2901
(408) 737-6800





Interplay's new science fiction adventure, *Out of This World*.

Out of This World

INTERPLAY

Version Previewed: IBM PC

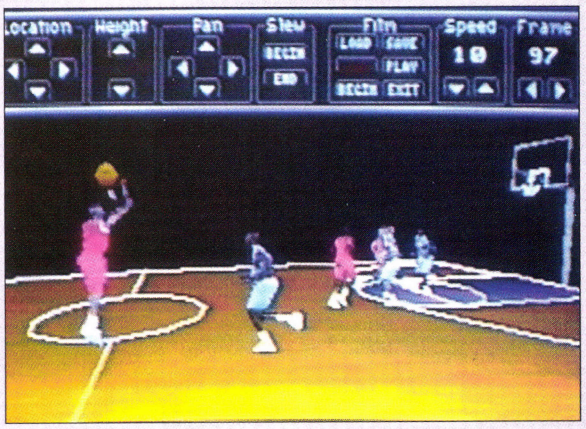
Unusual, yet truly striking, visuals highlight *Out of This World*, a cinematic science fiction action-adventure. The player-character has been tossed into a spooky alien landscape as the result of the ever-popular nuclear-experiment-gone-awry. The locale is inhabited largely by grotesque monsters and imperiled by earthquakes that seem to be ripping this world apart.

The polygon graphics are hyped by a variety of cinematic zooms, pans, close-ups and scaling. Digitized sounds and a movie-level score add an eerie ambience that should make this game extremely popular among action-adventure addicts.

—B.K.

Interplay
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

EA's *Michael Jordan Flight* uses digitized footage in a graphically striking presentation.





Michael Jordan Flight

ELECTRONIC ARTS

Version Previewed: IBM PC

What with Electronic Arts introducing no fewer than three new roundball simulations, things may get a little confusing. To straighten this out a bit, *Bulls vs. Celtics*, a revamp of *Lakers vs. Celtics*, and *Jordan vs. Bird*, an update of the classic *Dr. J and Larry Bird Go One-on-One*, are both scheduled exclusively for the Sega Genesis.

Michael Jordan Flight, on the other hand, is a PC-based project that offers a new, and graphically striking, presentation of one-on-one or three-on-three basketball. The game uses digitized sound and footage in a presentation reminiscent of Nintendo's "Mode 7" technology. The viewpoint is presented as if the user were on the court, which rotates to follow the action. Interestingly, the game looks as if it's being played in outer space, since there is only darkness beyond the bounds of the hardwood court. This is just as well, since background images of crowds and seats would doubtless interfere with the viewing of the players themselves.

The game supports Super VGA with extended memory and, while it doesn't offer full-team action, it's tough to imagine an electronic roundball fan not being impressed with this stunning simulation.

—B.K.

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(415) 572-ARTS

Black Crypt

ELECTRONIC ARTS

Version Previewed: Amiga

The latest entry in the first-person dungeon crawl sweepstakes comes from developer Raven Software. There's the usual generic fantasy story line that impels the four-member party to dare the dangers of the catacombs known as the Black Crypt, but that's just a formality to get this gilded hole multicharacter quest under way.

Evil cleric Estoroth Paingiver will return to Astera, a land he once laid waste, through a dimensional rift, unless the fearless foursome saves the day. Specifically, they must retrieve four magical weapons from the Black Crypt and use them to seal the ever-widening gateway between our dimension and the one in which Estoroth is imprisoned.



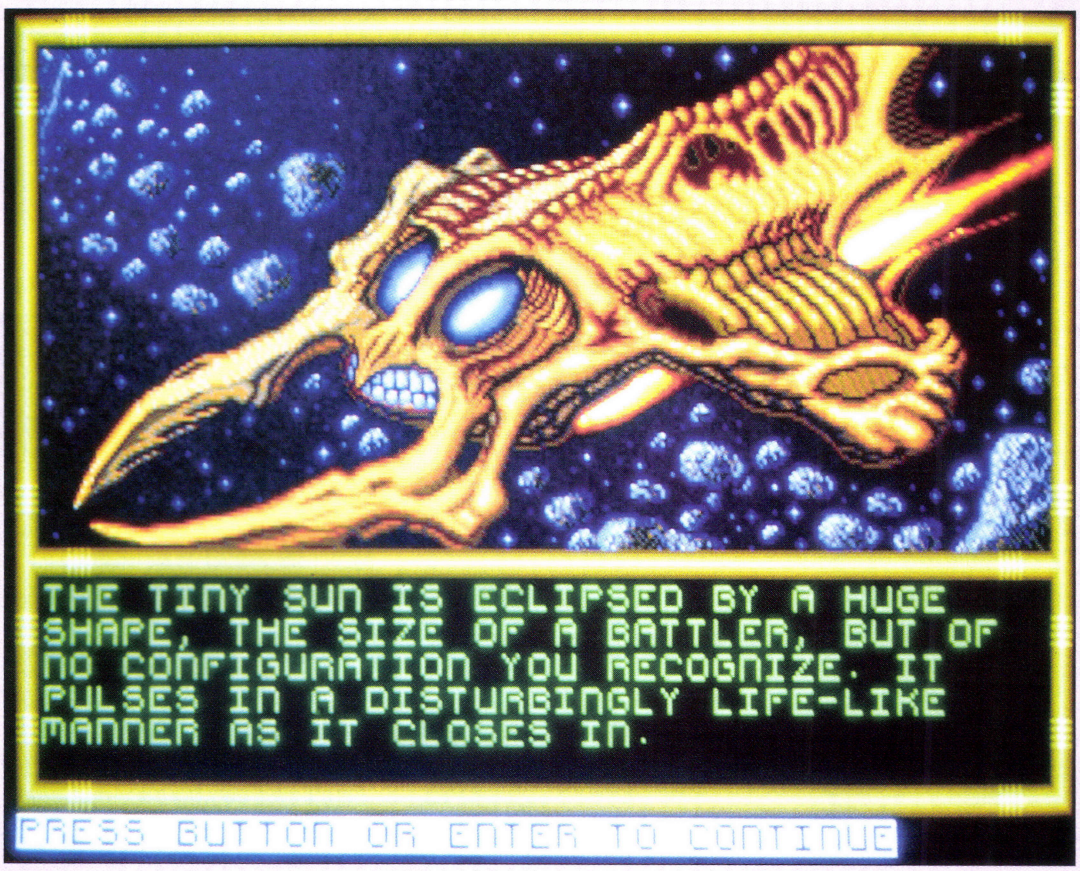
EA's *Black Crypt* appears to be aimed at those who don't have extensive experience with fanatsy RPGs.

The player controls a party of four heroes: a fighter, a cleric, a druid and a magic user. The gamer generates the group prior to the start of play. The streamlined party-building module lets the user adjust each character's five attributes (strength, intelligence, wisdom, dexterity and constitution) by augmenting minimum starting values with 25 free points. In addition, the user can enter a name and pick a visual symbol for each of the party members.

An icon-based interface provides a lot of control, without burdening the computerist with too much complexity. The command system is fairly intuitive, and the point-and-click routines are rather easy to learn. The player can move characters individually or together, select any of the four to take the point position as party leader, wield weapons, cast spells, manipulate objects, read informative wall plaques and more.

Like too many titles of this type, the designation "role-playing" applies only by courtesy and convention. *Black Crypt* has no conversation system and little actual role-playing. After all, only a schizophrenic can pretend to be four completely different people at the same time.

This is an exceptionally attractive game. The sound and graphics aren't quite up to the best on the Amiga, but they are excellent for a fantasy role-playing title. It's reasonable to anticipate further improvement between the beta stage and publication.



Black Crypt appears to be aimed at those who don't have extensive experience with fantasy RPGs or who find most of the existing ones overly complicated. The gamer can get right into the fun with little advance preparation, and the play mechanics are more straightforward than the norm. *Black Crypt* looks like an above-average title in a popular category.

—B.K.

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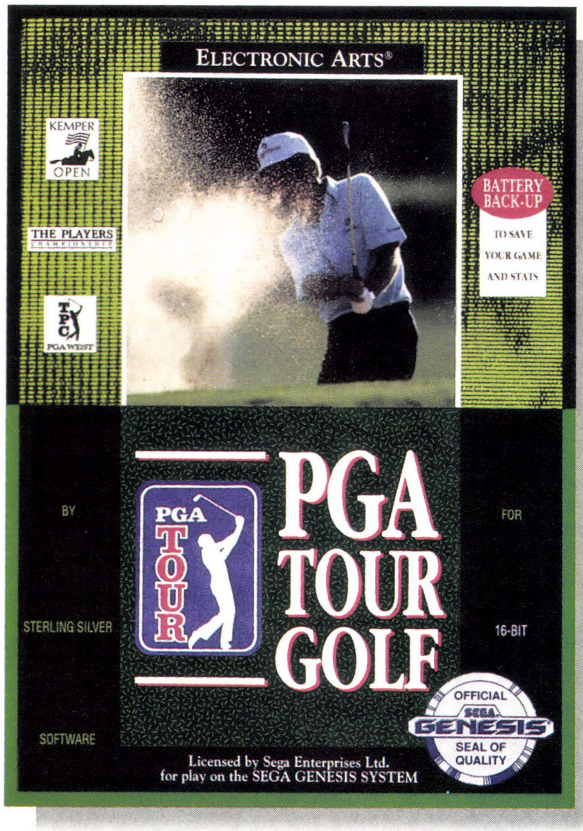




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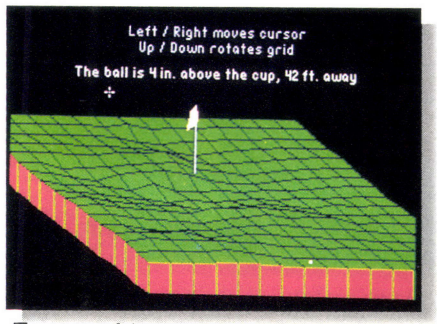


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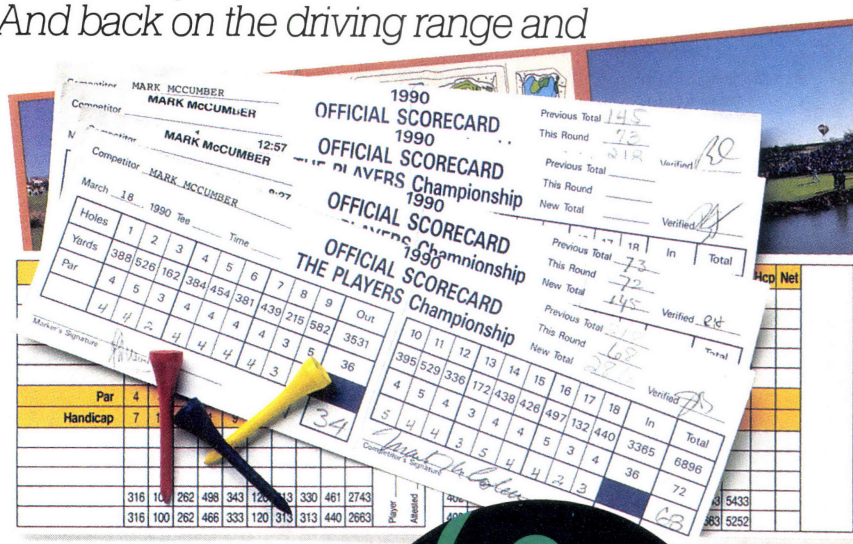
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CIRCLE #139 ON READER SERVICE CARD.

Bo Jackson Baseball

DATA EAST

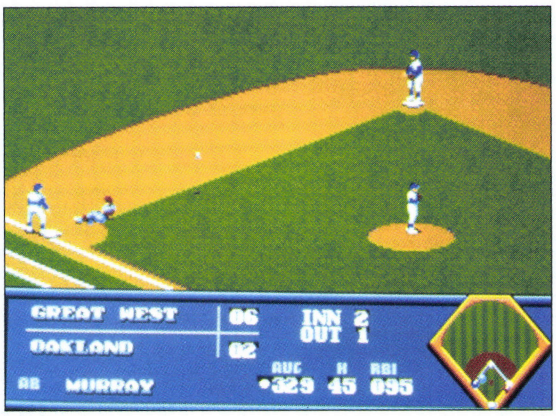
Versions: Amiga ($49.95), IBM PC ($49.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS									9	
PLAYABILITY								8		
OVERALL								8		

With the new season just around the corner, Bo Jackson, the "King of the Comeback," might revive baseball on the home computer. Data East's latest release, *Bo Jackson Baseball*, offers variety from its competitors. It has some distinct advantages over SSI's *Tony La Russa's Ultimate Baseball*, and it is far better than EA's *Earl Weaver Baseball II*.

The first thing of note about *Bo Jackson Baseball* is that it's the fastest game on the market. In the real world, the seconds from the crack of the bat to the umpire's call are blindingly fast and intense, fielders leaping to make the play and runners streaking for the bag. Computer baseball games have never been able to re-create that intensity, because both the ball and the runner are artificially slower than in the real world. *Bo Jackson Baseball* is the first simulation to overcome this malady. Players may have a tough time adjusting to the speed, but they'll love it once they do.

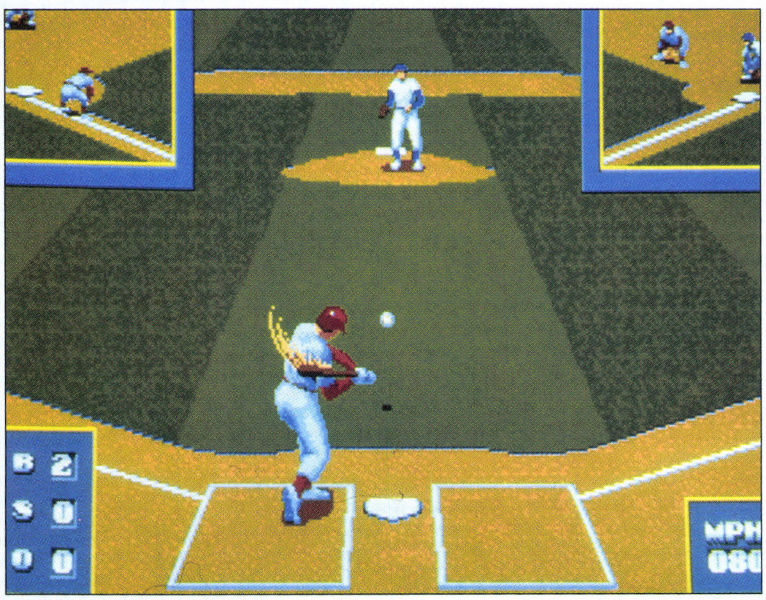
Graphically, *Bo Jackson Baseball* is state-of-the-art. The pitcher/batter screen is reminiscent of *TLRUB*, with full-size animations, but Data East's game allows players to pitch out of a stretch, throw sidearm and do just about everything except spit on the field.

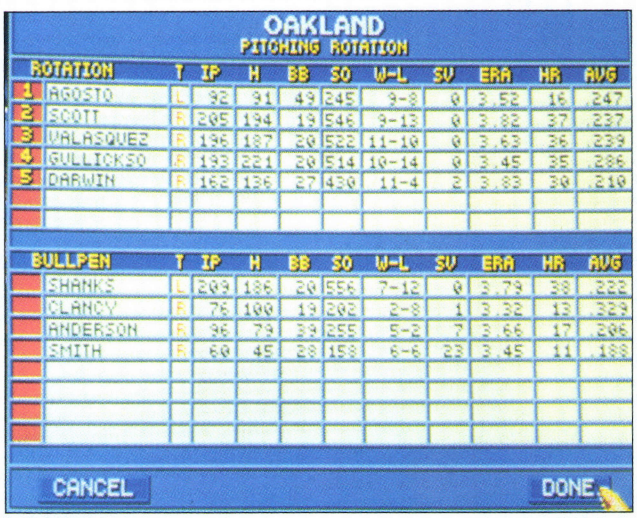


Players are rated for 33 pitching and 16 hitting categories, as well as fielding, power and skill ratings in *Bo Jackson Baseball*.

Further, batters can be moved all around the batting box to attempt position hitting. Once the ball is hit, the view rapidly changes to the appropriate section of the field (i.e., the entire field is not on-screen at one time) for the player to manipulate the fielder to the on-screen cursor that marks the ball's line of flight. Pop flies are easy as ever, but line drives and grounders can zip by if one doesn't react quickly enough. Herein lies one of the poor design choices in the program. The first bias on the basemen is to cover their bag, and the player must hit button two on the joystick to unlock them again, as in a pickle play. Normally, this is not an issue. If, however, the ball is hit just to the shortstop side of second base, as an example, and the second baseman is the closest to the play, one must remember to move him with the action button depressed or he'll lock up as he crosses the base and the ball will pass within inches without being fielded. This is frustratingly difficult to remember in the heat of the moment.

In every other respect, fielding is handled well, with easy ability to jump, dive and shotgun the ball to any base. The pitching interface is also innovative—the player selects the aim point via a moving ball behind the plate. There is a built-in delay so that, in two-player games, the batting player cannot determine the aim point. As a pitcher tires, the indicator speeds up, simulating the increased difficulty of ball control when fatigued. Pitching speed is either slow, normal or fast, and the player controls the break of the ball once it is thrown.





Full league play supports one to 26 human managers and a 162-game season. The season schedule can be displayed for each team, and the computer automatically resolves all games that are not slated for at least one human manager. Individual player stats can be edited outside the season and printed at any time. Players are rated for 33 pitching and 16 hitting categories, as well as fielding, power and skill ratings.

The only other shortcoming in *Bo Jackson Baseball* is that only three different stadiums are available for play, and no stadium or season disks are forthcoming. That omission leaves the game on the edge of the strike zone and up to the umpire's discretion.

—Ed Dille

Data East
1850 Little Orchard
San Jose, CA 95125
(408) 286-7080

No Greater Glory

STRATEGIC SIMULATIONS

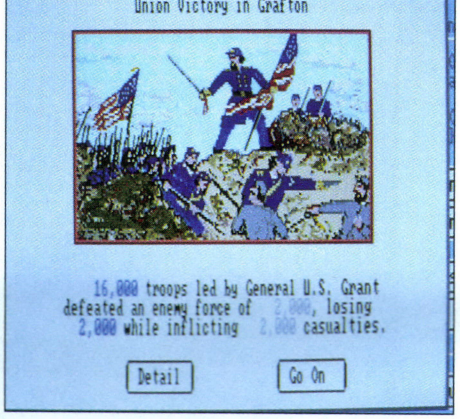
Versions: Amiga ($59.95), IBM PC ($59.95), Macintosh ($59.95)

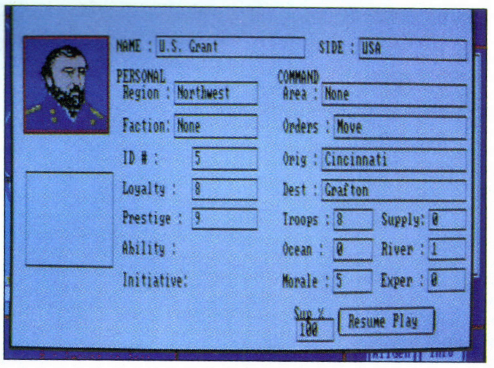
SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

To date, the definitive computer product on the War Between the States was *The Decisive Battles of the Civil War* series, produced by Strategic Studies Group (SSG). These titles were tactically thorough and intriguing renditions of the major battles of the conflict. What they did not provide, however, was an appreciation of the strategic considerations of the war: diplomacy, economics and theater-level military maneuvers. Strategic Simulations Inc. has rectified this void with *No Greater Glory*.

No Greater Glory allows players to assume the role of either Abraham Lincoln or Jefferson Davis, then make political and military appointments, manage the economy and dictate military strategy with the broad brush wielded by the Commander in Chief.

The initial task of either president is to appoint his cabinet and military commanders. Fortunately, SSI's documentation is very thorough and historically accurate (as always), providing an opportunity to research the personalities of the different candidates prior to making appointments. Developing a balanced cabinet is essential to precluding political disaster later in the game. This period is fraught with fanaticism on both sides of the fence, and the gamer must take care to include sufficient moderates to temper governmental action. The selection of military commanders should be based entirely on their prestige at that moment in history, despite whether the player recognizes them or not.







***No Greater Glory*'s artificial intelligence routines make a very tough opponent, regardless of which side you let the computer play.**

Each year is divided into three turns, which would initially imply that *No Greater Glory* is a quick play. It can be, but don't expect to fare very well. In reality, a multitude of menus need to be accessed each game turn (mouse interface is best) to establish political positions on important issues, financial priorities and mobilization status, not to mention advising the affairs of troops already in the field. Logistics remain, as they should, at the forefront of the game. Leaving troops in the field with insufficient supplies results in their "living off the land," with potentially disastrous results to the industrial base. Naturally, the Union's strong industrial base is its greatest asset, but the Confederacy can receive significant recognition and aid from European sources, most notably England, if it performs admirably on the field of battle (such as raiding Washington).

The graphics are functional, save for some fairly nice renditions of the major figures on both sides. The map diverges from traditional boundaries for simplicity of play (e.g., Virginia being divided into three regions: Richmond, Norfolk and North Virginia), but this does not impair play value. Sound support is virtually nonexistent and might as well be toggled off to speed combat resolution.

One of the very strong selling points of the game is that the artificial intelligence (AI) routines make a very tough opponent, regardless of which side the computer plays.

Some might consider branding a game as "educational as well," the equivalent of hanging the proverbial albatross; yet it is impossible to play *No Greater Glory* without gaining an appreciation for the plethora of problems faced by commanders on both sides of the Mason-Dixon line. That, in and of itself, is sufficient reason to buy the game.

—E.D.

Strategic Simulations Inc.
675 Almanor Ave., Suite 201
Sunnyvale, CA 94086-2901
(408) 737-6800

Civilization

MICROPROSE

Version: IBM PC ($69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

Sid Meier has done it again. Not content with his success with *Railroad Tycoon*, he's tackled an even larger subject: history itself. *Civilization* has the quality interface and solid simulation engine that trademarks his games, with a subject matter as intriguing as the world itself.

The game begins in the year 4000 B.C. The player starts with a single settler with which to start the first city of a large empire. After finding a proper site for this capital, the game becomes a matter of balancing the competing demands of growth, investment into scientific research and utilization of military forces.

Although it bears the same name as a board game by The Avalon Hill Game Company, any resemblance is purely due to the fact they cover the same topic; it was never meant to be a computer version of the board game and, indeed, contains many new elements not seen in the nonelectronic product. It is basically a hybrid of the concepts used in *Railroad Tycoon* and Mark Baldwin's *Empire*.

Each turn in *Civilization* represents a varying amount of time, based upon the current date. Starting out at 20 years, the turn length gradually shrinks down to only a single year during most of the 20th and 21st centuries, which represents how human society grew, slowly at first, then faster as time went on.

It's a fine task to balance the different areas where funds can be spent. Pushing too hard in any one area can leave you exposed in another. For example, avoiding research and simply building large amounts of military at the start may work for awhile, but quickly causes an empire to fall behind as its opponents gain better military advances through their own scientific research. Diplomatic relations between the different empires range from a treaty of friendship to the exchange of different scientific advances to outright war. Some things, such as money and advances, can also be taken from an opponent upon capture of its cities.

The game graphics are very sharp and clear, and utilize the full effect of the VGA at the high end, while a few lower-level options are included at a loss in some resolution. Visual clues during peace negotiations provide information about the other side that helps the player gauge the proper course of action to take. Animated sequences provide details about certain actions in the game, as in *Railroad Tycoon*. The only problem is that many must be shown in their entirety and then cleared by a keypress. Because many use a fade-in style for parts of the display, it is not always clear when the screen is fully drawn, making this a bit tedious at times.

The game can be played from the keyboard, but a mouse is preferable. A variety of different sound cards are supported, in addition to the IBM's internal speaker. Other than the clicks that give feedback about game actions, several other effects help complement play and add to the feel of running an empire, such as theme-specific music to represent each of the different empires. These empires are inspired by real Earth-based empires and use music appropriate for those people.

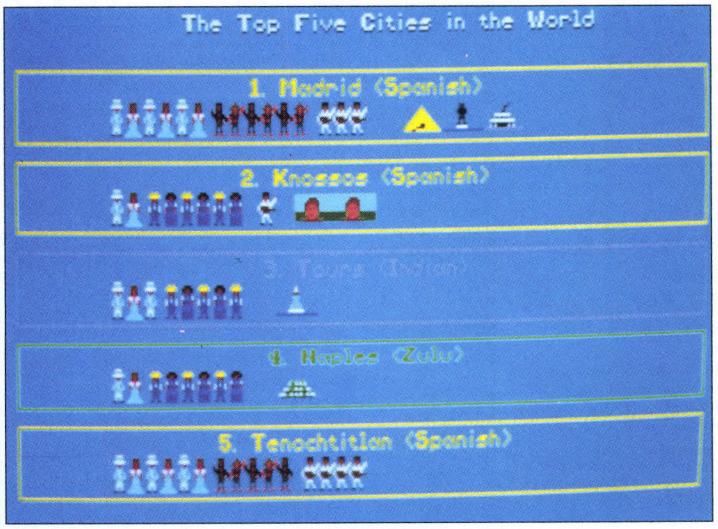
As with most other MicroProse products, review of the manual is vital to get the most out of the first few sessions of play. The manual is well designed and has most of the needed information. Though a few strategy tips are provided in the back part of the manual, many people will likely want to also purchase one or more of the in-depth strategy guides that are sure to follow such a detailed program.

The game is very engrossing, and it will provide many hours of entertainment and challenge as the player seeks the best way to create the most glorious civilization ever!

—R. Bradley Andrews

MicroProse
180 Lake Front Drive
Hunt Valley, MD 21030
(301) 771-1151





MicroProse's *Civilization* uses animated sequences to provide the details about actions taken during play.

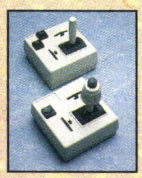


KICK BACK

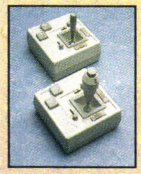
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Patton Strikes Back

BRØDERBUND

Versions: IBM PC ($59.95), Macintosh ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Chris Crawford once again has attempted that most lofty goal: a war game that will appeal to the masses. His latest release, *Patton Strikes Back*, has a good chance of achieving it. The game covers the famous Battle of the Bulge, where German forces tried one last time to break through the closing Allied noose on the western front.

Play begins with forces approximately where they began the historical battle The player selects which side to play, along with a difficulty level and a few other options.

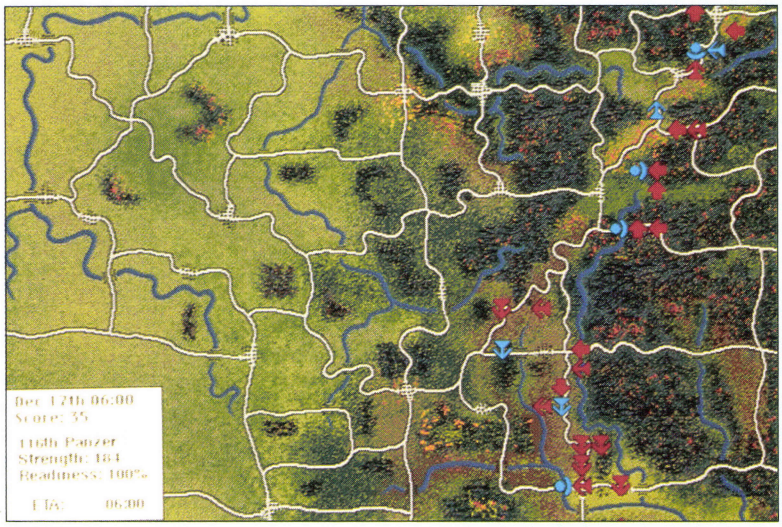
Patton Strikes Back plays in real time, and action can run quickly, slowly or be halted altogether at the player's discretion. It works out to one minute turns, but since each action has a targeted completion time, enough things are happening to produce the effect of a continuous sequence of play.

Unit sizes are divisions, represented by one of four different symbols, depending upon the current mode of the unit, with all Allied units in blue and all German units in red. The four modes represent the different postures of a military unit and resemble the actual action. In defensive mode, units hold up better against attack, though they cannot move other than to change facing. Attack mode allows a direct attack into another unit. Movement mode is the best for moving, but units must shift into either of the other two when needed. No units choose to be in shattered mode; this is simply the result of either combat or running out of supplies behind enemy lines.

Points are scored by controlling the strategic junctions. It is not just winning battles that is important, but the holding of key terrain points, such as bridges and towns. Failing to realize this can result in some horrible defeats even when it looks like things are going the right way.

The game was designed to work best on a Macintosh II or better with a 16-color monitor. While it works in black and white and can run on a slower machine, both feature obvious degradations in performance. The IBM version uses full VGA and should be close to the quality of the target Macintosh.

All the game graphics are sharp, and many nice touches add sparks, such as a digitized German or American soldier popping up when the player asks for advice. The sounds also fit nicely into play.







Patton Strikes Back works best on a Mac II or better with a 16-color monitor.

A good bit of background information is included in the integrated history book, which provides details about the men who participated and the equipment that was used in this historic battle. These screens can either pop up during play or can be accessed via the menu.

Crawford points out in the manual that his goal was a fun game, even if all the details weren't a hundred percent accurate. This is not to say that he ignored history, but his aim was to get the effect he wanted, a feel for the overall action in the battle, rather than fuss over the placement of each individual unit. This approach works well, still providing a good feel for the decisions facing the commanders in the battle and the actual ebb and flow of events. Since this focus should make the game a lot more appealing to a wider range of people as well, any loss in technical accuracy is well worth the trouble.

Only time will tell if Chris truly achieved his goal, but the game is quite solid and easy to use. Even if you don't know what a Panzer is, let alone how to use one, this is one war game worth checking out.

—R.B.A.

Brøderbund
500 Redwood Blvd.
Novato, CA 94948
(415) 382-4400

Police Quest III: The Kindred

SIERRA ON-LINE

Version: IBM PC ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

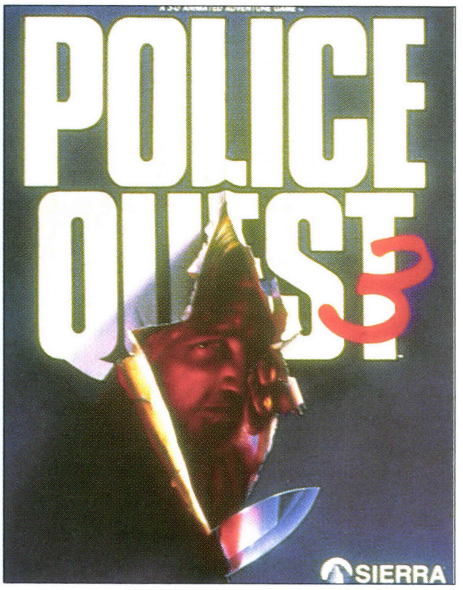
Fox's *Cops* is one of my favorite television shows. It's neat to experience routine and unusual events in the daily life of a police officer, and to see some of the real scum across America get nailed for everything from theft and assault to child abuse and drug dealing. This gritty, true-life atmosphere pervades *Police Quest III: The Kindred*, former police officer Jim Walls' newest game design for Sierra On-Line, in which he has once again brought to life the experience of being a policeman.

Police Quest III is better than the previous titles in the series, as well as more explicit, interactive and graphically and musically impressive. In the past year, Sierra On-Line introduced a new interface, graphics technique and new approaches to sound effects and music. *Police Quest III* represents the pinnacle of that work. It adds a whole lot of variety and important decisions that make the game more than an accurate simulation of a police officer's job, but also a very flexible game that leaves the overall direction and control of events up to the player, not a script the player must follow.

Police Quest III once again assigns the gamer the role of Sonny Bonds, now a sergeant detective with the Lytton Police Department. As Bonds, the player must respond to different situations each day, as well as track down a serial killer, whose latest target was Sonny's wife, Marie. She managed to escape, but now lies in a coma.

Marie is just one small piece of the serial-killer case. As Sonny unravels clues about the location and identity of the killer, he must also take part in normal, everyday police work. From a drunken driver and streaker in the park, to an accident scene and drug bust, *Police Quest III* has enough gritty realism to make you take the game seriously. What is really amazing is that Walls designed the game to mimic the real world and, unfortunately, it does not stray too far from the truth. These situations really do happen every day in the life of a cop in a midsize city like Lytton.

Police Quest III emphasizes police procedure. Neglect to follow the rule book, and some prisoners get off without a sentence. In the worst case, you earn a suspension (i.e., the game is over). The *Police Quest* games have been used by some forces to teach their rookies the importance of police procedure and how to handle all situations.



***Police Quest III* encompasses the daily routine, tools and places of police officers in a way that is effortless to control.**

Sierra's new interface offers new game opportunities and brings interactive elements to the game that closely simulate all of a police officer's tools. For example, the police computer puts together a composite sketch of the killer, plots points where he has struck on a city map, investigates personnel and brings up information on homicide cases and vehicles. A tracker/map and motor vehicle computer are other useful items that further investigations.

There are many situations in which a wrong decision does not end the game, but comes back to haunt Sonny later. As an example, if you neglect to search one prisoner before booking, he pulls a knife on the booking officer and kills him. Similar events drive home the importance of acting as a real police officer would in the same circumstances.

The interface makes it easy to play. From the police computer to the driving sequence, *Police Quest III* encompasses the daily routine, tools and places of police officers in a way that is effortless to control. The only thing missing is the doughnut shop and the policeman's ball!

Graphics, sound effects and music are the best that Sierra can provide for the current PC platform—at least until CD-ROM games are more commonplace. The major characters in the game and all of the violators have real-life counterparts that were digitized for use in the drama. Even Jim Walls makes an appearance to offer advice and narrate the story. The painted backgrounds and various views keep the game refreshing and realistic. Sound effects in the game are distinctive and run the gamut from tire screeches and gunshots to paint scraping and screams.

The music really makes the game. Jan Hammer, of *Miami Vice* fame, wrote the soundtrack and did an admirable job of enhancing the plot. The themes are tense, fast-paced and exciting.

Police Quest III completely lives up to all the hype surrounding the game. It takes the player through a week in the life of Sonny Bonds, and thrusts him into situations that would challenge any police officer.

Because of its graphic realism, Sierra suggests it for mature players only. *Police Quest III* brings police work to life more than the previous games and provides en-

joyment for those who always wanted to grow up to be a law enforcement officer.

—Russ Ceccola

Sierra On-Line
40033 Sierra Ave.
Oakhurst, CA 93644
(209) 683-4468

Hare Raising Havoc

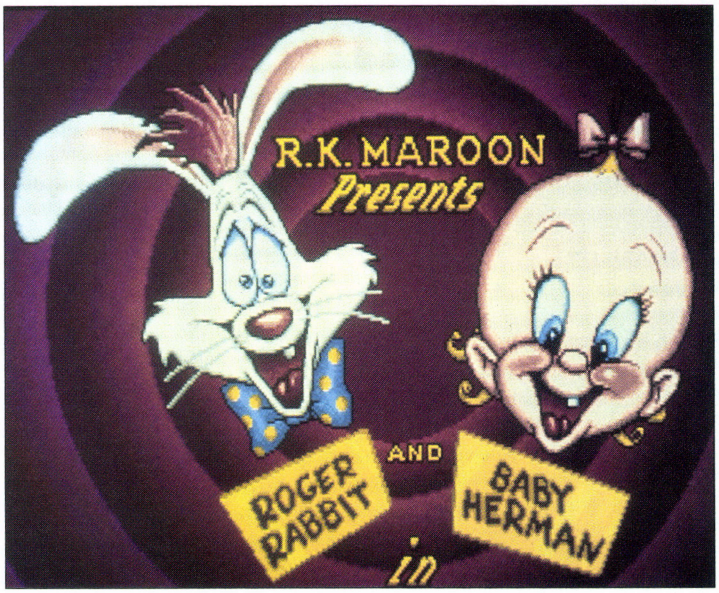
WALT DISNEY COMPUTER SOFTWARE
Version: IBM PC ($49.95)

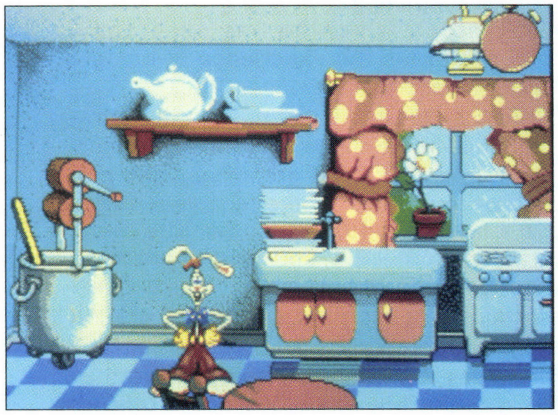
SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Roger Rabbit burst onto the silver screen in 1988 in his film debut, *Who Framed Roger Rabbit?* Since then, Roger, his sultry wife, Jessica, and Roger's costar, Baby Herman, have made two cartoon shorts that were placed at the beginning of *Honey, I Shrunk the Kids* and *Dick Tracy*. Roger fans hankering for some new antics should seriously consider the new Walt Disney Software game *Hare Raising Havoc*. It's the first truly interactive cartoon for any game system and features the voices and sound effects of Disney's wacky rabbit and other characters, smooth animations and the blend of the real world and cartoon world that makes Roger Rabbit cartoons unique.

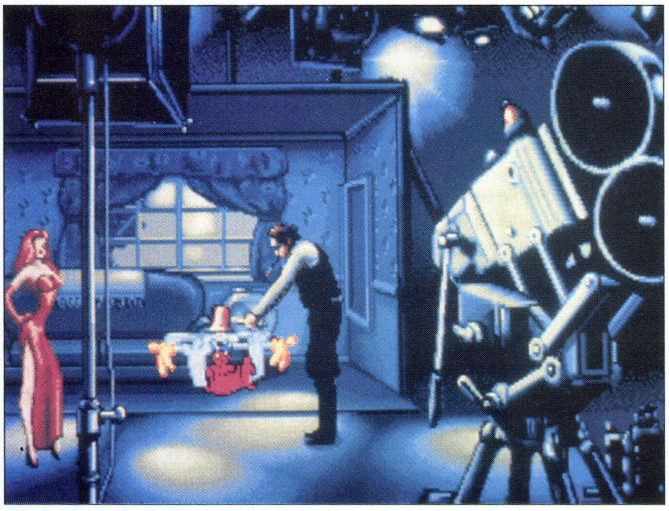
Hare Raising Havoc is a series of seven scenes that put Roger in dangerous predicaments. The object of each scene is to control the gadgets and other scenery objects to provide a clear path for Roger's escape to the next room. This process goes from simple to complicated.

The player moves Roger around with the joystick or cursor keys, then presses the **ENTER** key or joystick button to activate the objects in the scene. Roger must escape each scene before the timer goes to zero. The story is simple. Mommy put Roger in charge of Baby Herman, who snuck out the door as soon as Mommy left, to grab hold of the giant baby bottle he saw on top of the local dairy. The timer indicates how much time Roger has to save Baby Herman and head home before Mommy returns. There's plenty of time to finish the game, once the gamer figures out how to finish each scene.





***Hare Raising Havoc* features plenty of sonic effects, "boings" and crashes.**

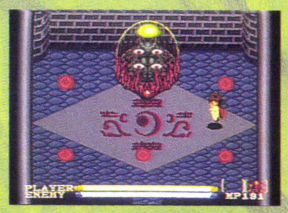


The fun element in *Hare Raising Havoc* is the direct control of the animation. Roger can use or play with any of the many highlighted objects in each scene. From the tire in the back yard to the pogo stick in the street scene, each gadget has a purpose, and every scene plays like a giant Rube Goldberg device. The goal is to determine the correct way to set up the objects so that Roger makes his escape. In some scenes, the escape route is obvious (a window). In others, it takes lots of experimentation to figure out the route. Once the player sets up the objects to start the escape routine and starts Roger in motion, animations take over, to show him bouncing around until he exits the screen. Each room is a puzzle as well as a cartoon, so puzzle fans should find *Hare*

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Raising Havoc particularly rewarding. The complete control bestowed upon the player qualifies this game as the first truly interactive cartoon.

The graphics are very impressive; each scene looks like it was transferred directly from a cartoon. The backgrounds are colorful, and the objects and gadgets are drawn clearly. Scrolling is automatic, and the animation of the objects and Roger is smooth.

The sound effects, composed of digitized voices and music, are even more impressive than the outstanding graphics. Some wacky music plays at the beginning of the game to get things off to a rollicking start, and during play *Hare Raising Havoc* features plenty of sonic effects, "boings" and crashes. The digitized voices of Roger and the other characters go a long way toward bringing about the excitement and realism of the Roger Rabbit cartoons. All of Roger's goofy trademark expressions are in the game, as well as a lot of other phrases that bring the long-eared troublemaker to life.

The production values on Roger Rabbit set the game apart, and it takes at least a 386-based system and sound board to really enjoy the full experience. A slower machine significantly chops down the animation speed, and a plodding Roger isn't nearly as much fun.

Hare Raising Havoc is an impressive effort. Let's all hope that more Roger Rabbit cartoons are on the way, both on the movie screen and on computer disk. Where will Baby Herman lead Roger next?

—R.C.

Walt Disney Computer Software
3900 W. Alameda Ave., 23rd Floor
Burbank, CA 91505
(818) 567-5340

SimAnt

MAXIS

Versions: Amiga ($59.95), IBM PC ($59.95), Macintosh ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

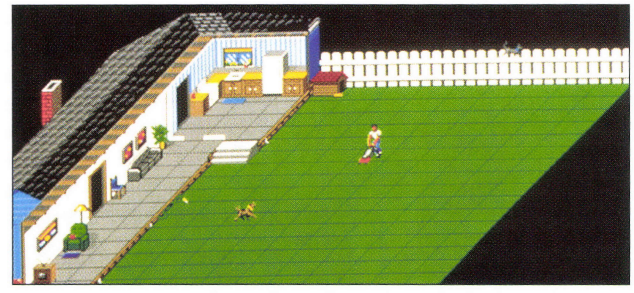
It started with *SimCity*, the wildly popular simulation for building and governing a thriving (or not) city. Then Maxis took a giant step up to bring *SimEarth*, the ecological simulator. Now, it has taken another giant step, this time *down* to *SimAnt*, "The Electronic Ant Colony." As with the other *Sim* titles, the object here is to make decisions so that the world, in this case the ant colony, thrives and grows.

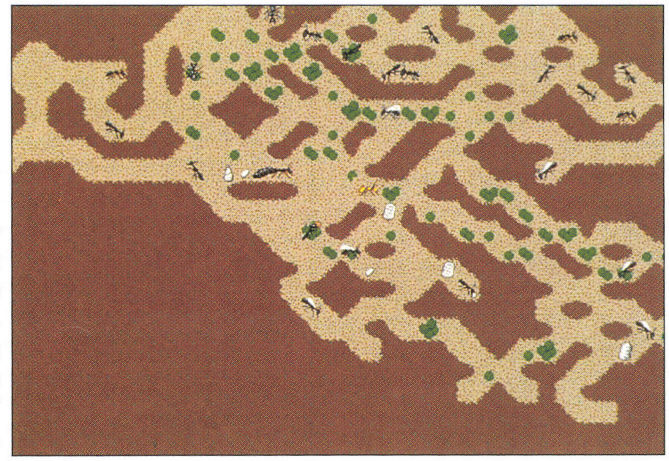
The world of *SimAnt* consists of two main areas, the backyard and the house that the backyard belongs to. Both sections are divided into patches, and each patch is a battleground where the player must guide the colony of black ants to dominance. In the Quick Game, the whole battle is for dominance over one patch. In the Full Game, the player must conquer the patches in the backyard and move into the house. Once there, 70% of the patches in the house must be occupied to drive out the humans.

As each game starts, the black queen lands in a small nest and begins to lay eggs. The first egg to hatch becomes the "yellow ant," controlled by the player. It is through the action of the yellow ant that the player leads the colony to dominance. The yellow ant takes actions such as digging out the nest to make it bigger or ascending to the surface to find food. Meanwhile, the queen continues to lay eggs and produce more ants for the trials ahead.

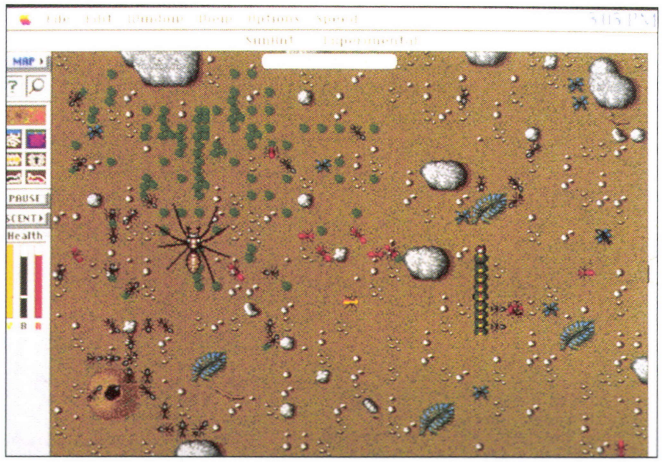
Unlike other games, where the player's alter ego must do everything, *SimAnt* provides for the cooperative nature of the ant colony. Once food is found, the yellow ant can recruit other ants to transfer the food back to the nest. This leaves the yellow ant free to locate other food, go exploring, etc.

Another important duty is colony management. A variety of controls set the type of ants hatched and the behavior of





Maxis' *SimAnt* is not as complex as some of the other *Sim* titles, but provides a new perspective on the insects' universe.



the ants. For example, the colony needs lots of soldier ants for battle. In a full game, fertile females are also needed, as well as males that can move to other patches and begin colonies of their own. The number of ants to fulfill the duties of the nest (foraging for food, digging out the nest and nursing the eggs) must also be managed.

As in real life, hazards abound. Besides ant-eating spiders, feet, lawn mowers and ant lions, the prime hazard in the yard is the competing red ant colony. In order to take over a patch, the red ant queen must be killed, usually by an attack led by the yellow ant.

Once the ants enter the house, the hazards include insecticide, which can wipe out a lot of ants in very short order. Fortunately, there is often warning of an insecticide attack (a hissing sound), providing the ants time to burrow away. Sound cues in *SimAnt* are very important, since they warn of footsteps and the lawn mower as well.

The graphics are quite well done. Though not tremendously colorful or detailed, they are excellently suited to control this complex game. There are two main views of the yard—a detailed view of any given patch and an overall view of the whole yard and house. The overall view shows which patches are dominated by black or red ants, and even the relative numbers of ants in each patch. In addition to these views, an edit window normally shows the area around the yellow ant, but can be directed to show other areas, including the red or black nests. Buttons with detailed icons on them allow the player to switch views and control the yellow ant. *SimAnt* is definitely easier to play on a computer with color capabilities—the "yellow" ant tends to be hard to see on a monochrome Mac.

A full game can take quite awhile to play. There's a lot to learn, but the manual covers everything very well, and this simulation is not as complex as *SimEarth* or even *SimCity*. *SimAnt* certainly gives the player a new perspective on the world of ants!

—Dave Plotkin

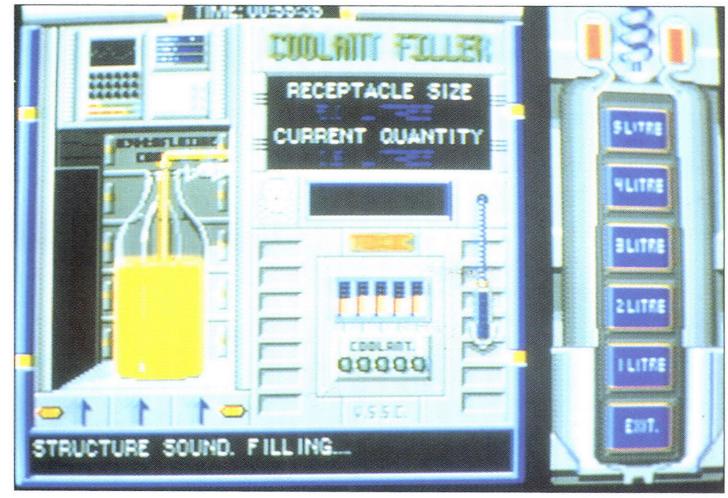
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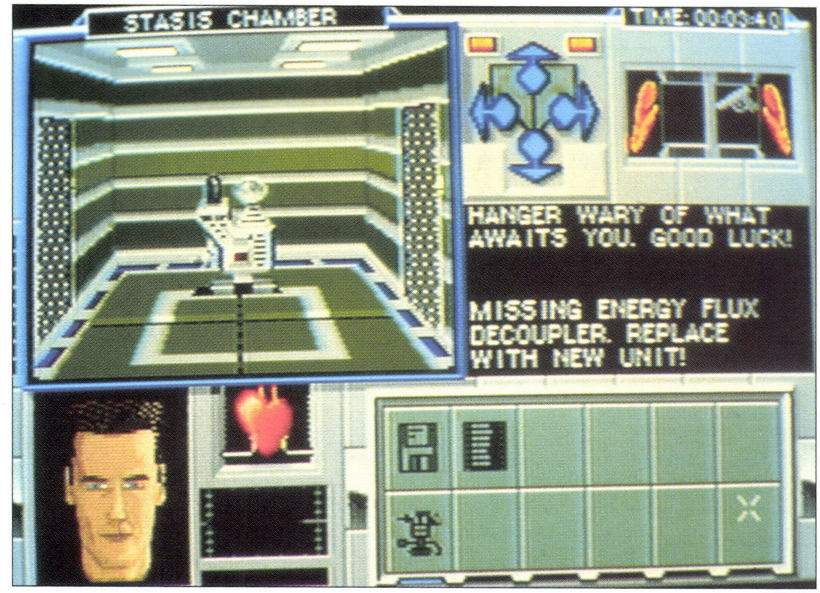
Spacewrecked

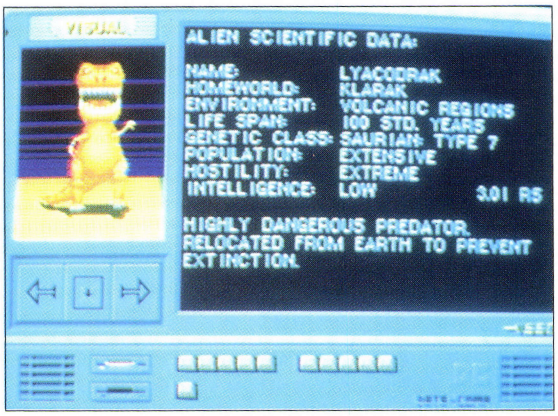
KONAMI/GREMLIN GRAPHICS
Versions: Amiga ($49.95), IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Returning aboard a crippled ship from a mission to the other side of the universe, the player awakens to the sight of an entire fleet of scientific survey craft, badly damaged after time-warping into a nova, but in better shape than his own vessel.







Spacewrecked offers a considerable challenge for gamers prepared to race the clock and use their wits to get out of a seemingly hopeless situation.

The long-lost Darwin Biological Survey Fleet was the last to be equipped with the Interlock Navigational System, which ran the entire fleet as a single unit from the flagship. Instead of simply hopping into the nearest craft and heading home, all 20 ships must be boarded, repaired and then activated from the flagship bridge. To make matters worse, the crew members, suffering from extreme mental deterioration after the excruciating Slow Cryogenic Thaw, as well as the Survey's escaped biological specimens, are roaming the ships' corridors like zombies from a George Romero film.

Each of the 20 ships has four systems in need of repair: life support, biological control, computer and communications. Fortunately, the main problem with the systems is a lack of liquid coolant. All the player has to do is top off the coolant level and restore the system to at least 80% efficiency. Unfortunately, the coolant, HydroFloxine, is highly radioactive, and the repair rooms are scattered over three decks. The player must locate manufacturing facilities to make receptacles for the liquid, find laboratories to fill the receptacles and then get to the repair rooms with enough coolant. Time is the tyrant, as each system continues to deteriorate. And then, of course, there are frequent attacks by the crazed crew members and alien oddities.

In addition to repairing the failing systems, the player must also replace the trashed Energy Flux Decoupler in all 20 power rooms and return the inhibit locks to all 20 bridges.

To aid the player in exploration and load bearing, there are six programmable robots on board each ship and an automatic mapping system accessed through the ship's terminal room or computer droid. (But beware of system failures that could make the floor plans unavailable.)

Almost everything needed can be found lying around, including door passes, weapons and even a book entitled *How to Complete the Game*, written in some unreadable alien language. The player controls the proceedings via the main screen, which surrounds the isometric 3-D view with such vital information as location, stamina and radiation level, as well as movement icons and function buttons for game control and robot selection. The inventory, computer, manufacture, lab, repair, recharge and robot screens are all rendered in an efficient, logical and sometimes amusing manner.

Spacewrecked offers a considerable challenge for gamers prepared to race the clock and use their wits to get out of a seemingly hopeless situation. There's enough humor and violence to satisfy just about anyone.

—Scott Wolf

Konami Inc.
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(708) 215-5100

AD&D: Pools of Darkness

STRATEGIC SIMULATIONS
Version: IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Here are some helpful tips for veteran computer AD&D players: fire giants are wimps, spectres are pushovers and any dragon under 100 years old isn't even fit to make boots out of. This may sound a little arrogant, but it's the necessary attitude for anyone who wants to succeed in

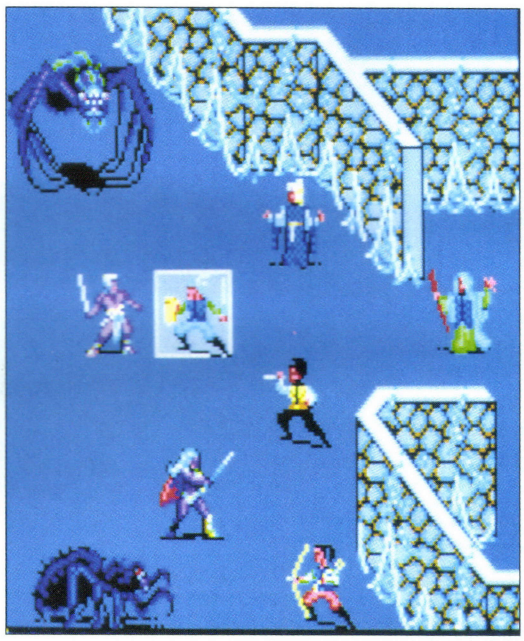


Strategic Simulations' high-level AD&D game, *Pools of Darkness*.

Previously, SSI delayed completion of this *Forgotten Realms* tetrology by beginning new, lower-level series, such as the *Krynn* and *Gateway to Savage Frontier*. Low-level adventures bring in new players, and, with their simpler spell and foe lists, are much easier to program. But they did provide the experience required to play *Pools of Darkness*.

Pools begins ten years after the characters saved Phlan in *Pool of Radiance*. The demonlord Bane, who had roles in the first three adventures, decided to launch his final campaign against the lands surrounding Moonsea. He gathered huge forces of dragons, magi, drow and anything else that hopes to live under his malevolent rule. Then, he set loose a giant storm onto the realms, reducing powerful cities to rubble or transporting them to his dark dimensions—a truly impressive sight, given the graphic improvements over the previous installments. The party's goal is self-explanatory: return the continent to some semblance of its former self.

While characters can be imported from *Secret of the Silver Blades* or freshly created for *Pools*, players, not characters, are the ones who need to have gone through several other games in this format. With available spell lists potentially covering more than one screen, careful coordination in battle is the key to survival. And only the best will be able to answer the inevitable questions: How should the party handle opposing spell casters, silence or violence? Should the characters separate to avoid ice storms, fireballs and lightning bolts, or form a phalanx to support the fighters? Are general protection spells worth the beneficial magic they may negate? Anyone who is still figuring out how to best cast the low-level spell stinking cloud should not even bother picking up the rule book for this one.



***AD&D: Pools of Darkness* is anything but a spell caster's game alone.**

Nevertheless, *Pools of Darkness* is anything but a spell caster's game alone. The right combination of attributes and arms can help the best fighters kill two ogres in a single combat round! And players will question the wisdom of attacking anything that can strike through their highly enchanted armor. Watching a paladin or ranger slaughter an entire group of drow while his companions lie critically wounded by their dark elven magics is one of the truly unique pleasures possible in this game. However, watching that one character get slaughtered as well is infinitely more likely. Thankfully, healing often takes no more than a single keystroke.

Besides the standard giants, dragons and undead littering the adventure, SSI took some creative risks and developed new foes. Some, like the giant cockatrice and giant otyugh, are simply tougher versions of existing creatures, while others, such as banes, demonic minions and electric spiders, were designed specifically to inhabit the special planes of existence that players visit.

Passing the initial scenarios to the other dimensions may be too tough, so SSI provided several levels of difficulty for players. However, because the game is so large, repeated use of the haste spells and resurrections (the crutches necessary to complete the other AD&D games) can quickly erode party strength to the point where success is impossible, no matter what level they're playing at.

Even those who've mastered the combat tactics in the other AD&D games and are sick of fighting goblinoid and skeleton armies will still most likely find the difficulty of *Pools of Darkness* more than they can handle. For those who still feel unsatisfied at scenario's end, the designers added "Dave's Challenge," a small adventure. Is it tough? Well, the clue book's best advice for it is "good luck."



—David Moskowitz

Strategic Simulations Inc.
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Sunnyvale, CA 94086-2901
(408) 737-6800

COMPUTER STRATEGIES

How to Stay Aloft in Gunship 2000

MICROPROSE
Version: IBM PC

Flying the unfriendly skies in *Gunship 2000* is a harrowing experience. The aircraft is not as responsive as the fixed-wing fighter and attack planes from other programs. For that matter, the helicopters modeled in the game are not even as responsive as their real-life counterparts. Nevertheless, the game offers a unique perspective of squadron helicopter tactics.

Players begin as a Warrant Officer Candidate and progress through a series of single-helo missions before receiving a commission and being able to command a flight of up to five helicopters. The single missions are not especially difficult; just focus on the primary and secondary objectives. Wasting ordnance on peripheral targets will usually leave the pilot shorthanded for the big show.

Try to ingress and egress on other than obvious approach routes, as the enemy will be expecting you there, and fly at NOE altitude. Using terrain to your best advantage, it is often possible to fly near enemy defensive positions below their radar coverage and outside visual range, particularly on night missions. Although it is tempting to toast these unaware adversaries, fuel and ordnance considerations should prevail, unless a forward aviation replenishment position (FARP) is on your route.

The player only pierces the heart of *Gunship 2000* once flight leader status is achieved. Nurturing the professional development of four junior Warrant Officers, without killing them in the process, isn't easy. Expect them to make a lot of the same mistakes that you did early on, and give them a clear chain of orders accordingly. Overtaxing their abilities is a path to disaster, but so is trying to do everything alone. One must find the right mix, based on each mission's objectives. This becomes easier with experience.





With the ordnance load of five helicopters, it is often possible to fight one's way into and out of the objective area. Remember, however, that alert enemies get very nasty, and you still have to protect that under-armed Blackhawk with the downed flight crew that was just picked up, so a little discretion is sometimes better than the blazing-cannon approach.

The flight is composed of a heavy and light section. The former is usually three Apaches or Super Cobras, the Comanches and Longbow Apaches being reserved for later in the game. When selecting ordnance loads, remember that the heavy section will be flying in formation on your helicopter, and will get no closer to the targets than you do. Also, if the flight leader turns away from the target while other members of the flight are guiding missiles to the target, the ordnance will generally be lost and the threat will remain. Because of this, a good choice is to load the flight leader's helo with maximum Hellfires (16 for the Apache) for quick follow-up shots and self-preservation when entering an area of multiple concentrated targets. (Watch the radio traffic to see what they're engaging, and find something else in range to avoid wasting missiles.)

A good selection for the other members of the heavy section is either four Maverick missiles or two Mavericks and eight Hellfires. The Mavericks are nice because of their very long range and, often, flight members will eliminate pesky surface-to-air missile batteries before you fly into their envelope, leaving the Hellfires for the mop-up work against enemy armor. If enemy air activity is expected to be heavy, load up either two Sidewinder or four Stinger missiles on the wingtips.

Master the helicopter equivalent of defilade fire to survive at the higher levels of the game. This tactic involves approaching the target from behind a prominent piece of terrain, like a ridge or mountain. The player must fly as close to the crest as possible before going into a hover. At that point, increase the collective slightly for minimum vertical velocity, allowing the helo to pop above the crest just long enough to engage the target, thereby minimizing one's exposure to counterfire. The OH-58D is the easiest platform with which to perform this maneuver, as the mast-mounted sight actually allows the airframe to remain out of radar coverage for the duration of the attack.

Above all else, get behind the stick and fly, fly, fly. After all, it's your limitations that will bring you back for another day.

—Ed Dille

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Mastering the Megafortress

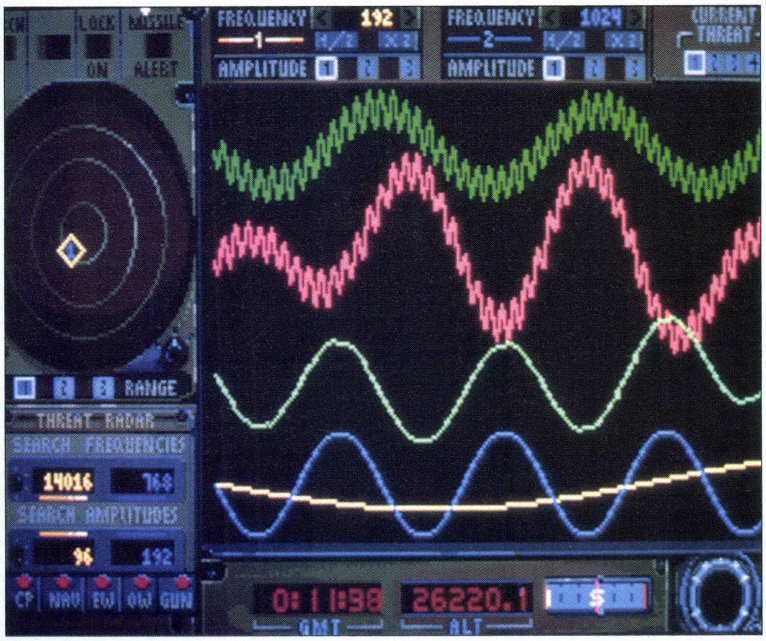
THREE-SIXTY
Versions: Amiga, IBM PC



The very first learning experience in *Megafortress* is that this is not like piloting a high-performance fighter. The B-52H is a high-performance, high-technology aircraft, but it is also a flying bus by comparison, with the equivalent radar cross section of four fighters, despite incorporated stealth technology.

Being big is not without its advantages, however. The B-52H carries 60,000 pounds of ordnance, which is the equivalent of a medium-size carrier-based strike group in one airframe. Many players will look at this impressive array and take it as a license to maim and destroy at will. These pilots will be the first to bite the frozen tundra, because they were unaware of their limitations.

Conventional B-52s were designed to carry their massive payloads over thousands of miles. As long-range, strategic bombers, they encountered the same limitations that their ancestors suffered: Their fighter escorts could not accompany them all the way to the target. The B-52H's mission, therefore, was to precede conventional flights into the target area, suppressing enemy defenses along the way and creating relatively clear, or at least sufficiently distracted, strike corridors for the main group. Successful pilots will find that the tough independent missions can be survived if one follows the basic axioms: don't lose sight of your mission; know the terrain; know the enemy's capabilities and, as previously emphasized, know your own limitations.



Understanding enemy capabilities and how best to counter them provides the initial grasp of one's own limitations. Initially, the objective is to avoid detection for as long as possible and, when the situation allows, conserve fuel. (Battle damage might make fuel reserves the deciding factor later on.) Fortunately, avoiding search radar is not too difficult, unless one has to fly within 40 miles of it. Simply descend below the coverage and take advantage of the terrain avoidance radar to maintain altitude. Although it does constitute a threat, one should not jam the radar (which alerts the entire world) or waste a precious antiradiation missile (HARM) on it.

HARMs should be reserved for SAM or AAA sites that have a positive lock on the aircraft and are tracking for a fire control solution. This is indicated by a "missile warning" light. In addition to the HARM, the tracking radar should be jammed as well. If the "missile warning" light illuminates, deploy chaff or flares and take evasive maneuvers. The latter is critical because, if one continues on the same flight path, when the missile clears the countermeasure it will have an excellent chance of reacquiring the aircraft.

Enemy fighter aircraft pose the most significant threat to one's continued health and well being. It is imperative to know the weapons they carry and that the bogey be jammed before he can get within that firing window. While "soft kill" measures are often sufficient, if one wants to spoil a bogey's day permanently, use the AIM-120C AMRAAM missile. It is an all-aspect, fire and forget missile, which means that it is not necessary to maneuver into position to launch; simply lock up the enemy from any angle, pickle off the weapon and go on about your business.

When near the primary target area, deploy an AGM-136A Tacit Rainbow cruise missile ahead of the aircraft to engage those last-minute, "pop up" enemy air defenses. Additionally, all enemy communications should be jammed from 30 miles out until the completion of the bomb run.

From that point on, the player's objective is to become a big, black hole in the sky to get home for the next mission. See you in the ready room!

—E.D.

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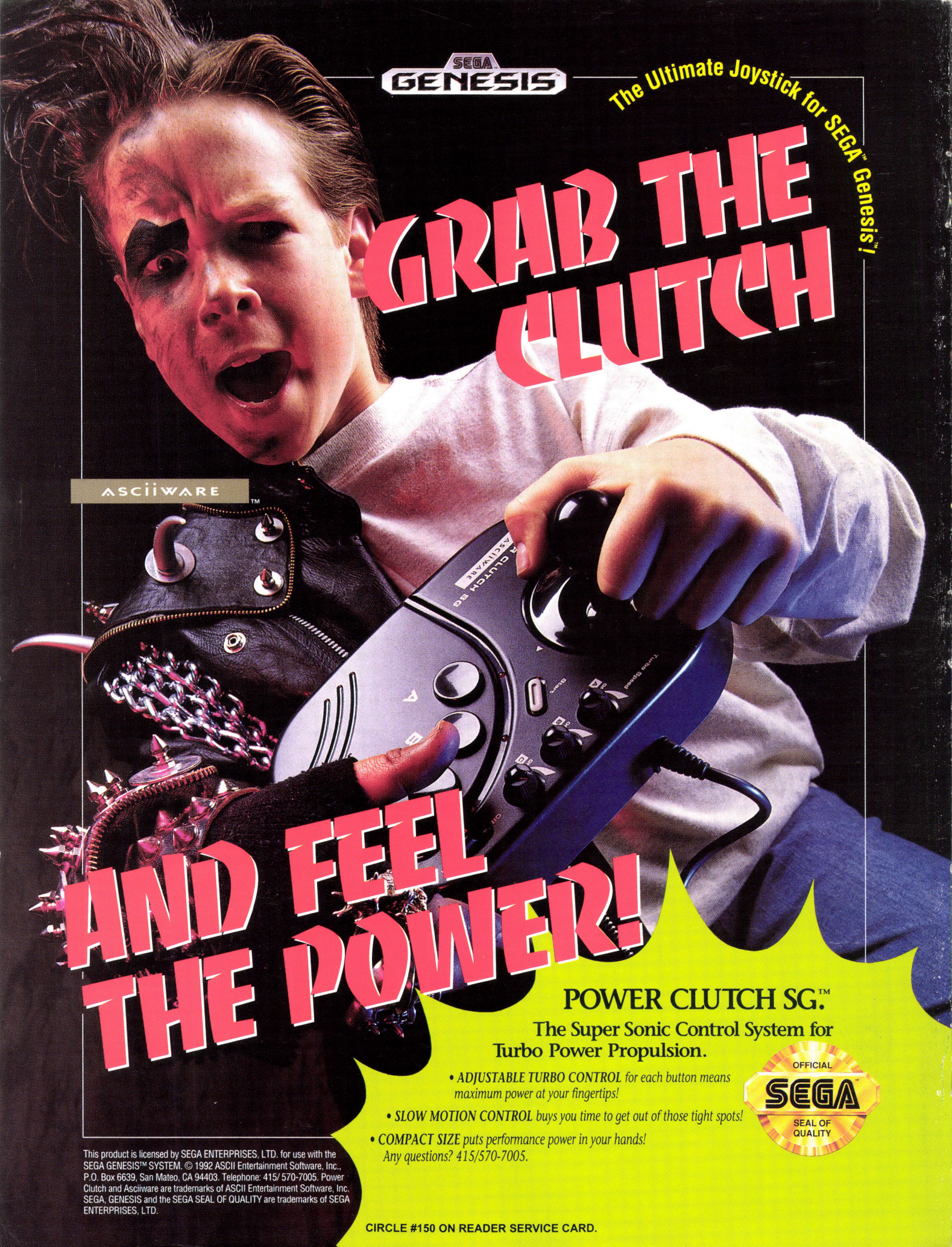
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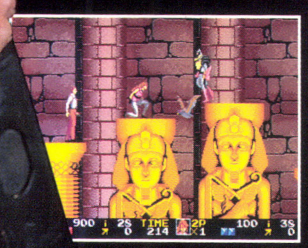

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